GAME BOY ADVANCE

ZELDA—PREVIEW 2

NINTENDO64

THE ONLY OFFICIAL SOURCE

NINTENDO POWER®

P.O. Box 97043
Redmond, WA 98073-9743

CHANGE SERVICE REQUESTED

PRSRT STD
U.S. POSTAGE
PAID
NINTENDO
OF AMERICA INC.

GAME BOY ADVANCE ARRIVES!

GAME BOY ADVANCE

START

April 01 Vol 143
U.S. $4.95
Canada $5.95



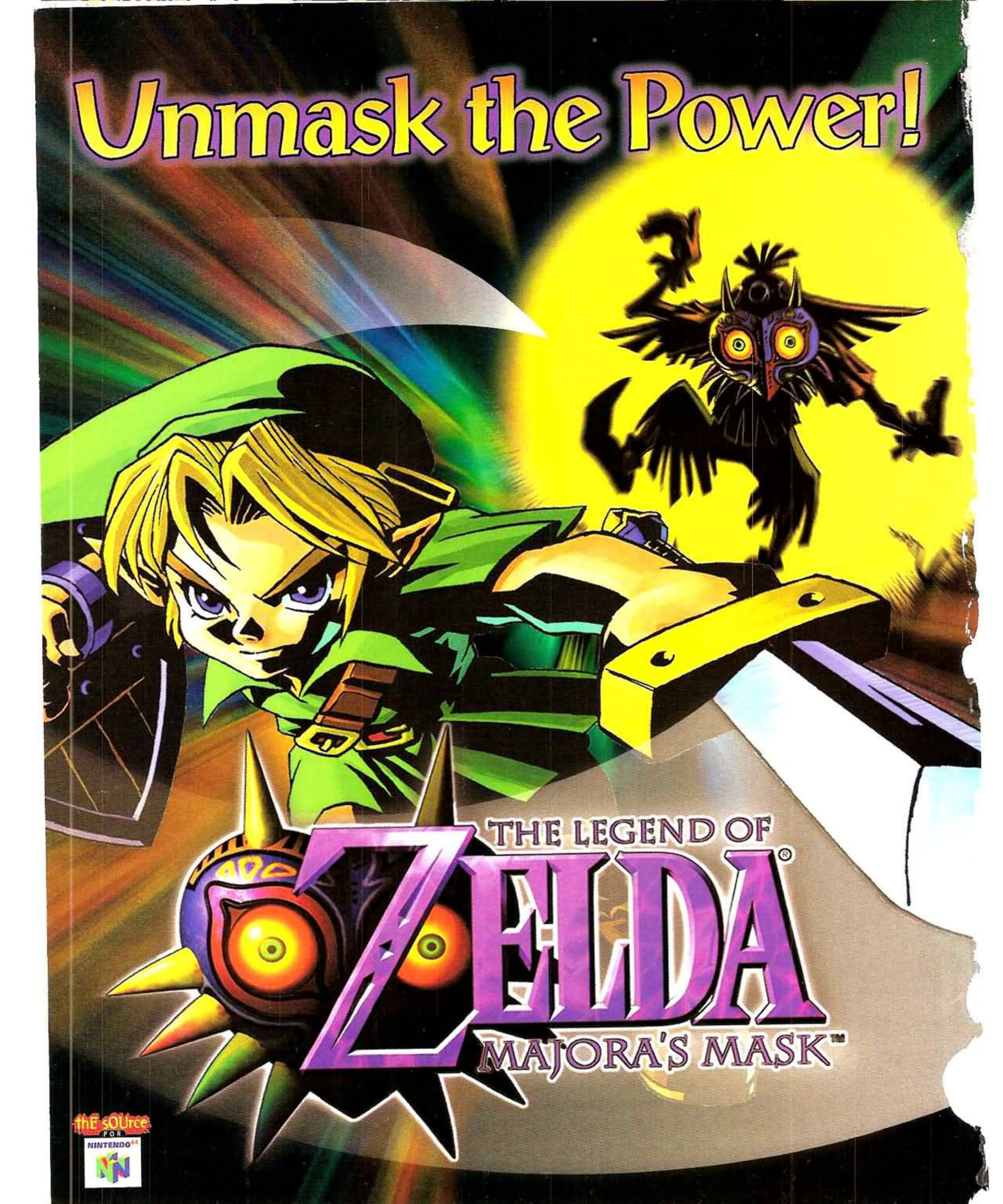
#BYNCLZZ************AUTO**5-DIGIT 06351
#MB207426255V1439# EXP AUG01 B37
P01
353
DANIEL CHAMPAGNE
230 ROSS HILL RD
JEWETT CITY CT 06351-2826

NP STRATEGY!

Dr. Mario 64

by Tilt 'n' Tumble

• Pokemon Stadium 2


Unmask the Power!
THE LEGEND OF
ZELDA®
MAJORA'S MASK™
thE sOUrce FOR NINTENDO64



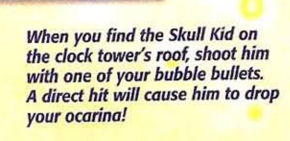
With The Source By Your Side, You Won't Be A Scrub For Long.

Secrets of the Skull Kid revealed!

In three days, the moon will crash into your world, and it's all because of that cursed mask the Skull Kid wears. Using his ocarina's time-travelling powers and the magic of several masks, our Hyrulean hero, Link, must relive these 3 days leading up to the lunar landing until he can undo Majora's evil and untangle the events that are provoking doomsday.

Only the Source, ***Nintendo Power*** exposes all the secrets of ***The Legend of Zelda® : Majora's Mask***™ and keeps you from going on wild goose chases while the world falls down around your ears.

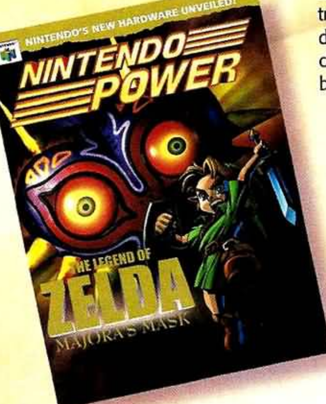
Subscribe now and for only **$19.95 U.S.** ($27.95 Cdn.) you'll get 12 jam-packed issues of *Nintendo Power* Magazine, including the huge **January Bonus Issue** and the subscriber-only **Super Power Supplies Catalog.** And if you order now, we'll sharpen the deal by throwing in **a FREE* GIFT!** Take your choice from:



- ***The Legend of Zelda® : Majora's Mask***™ Player's Guide
- ***The Legend of Zelda® : Majora's Mask***™ Soundtrack CD
- ***Banjo-Tooie***™ Player's Guide

When you find the Skull Kid on the clock tower's roof, shoot him with one of your bubble bullets. A direct hit will cause him to drop your ocarina!

Savings of over 66% OFF the newsstand cover price and all the tricks, moves, reviews and previews you need. You can't beat a deal like this in any dimension! **So hurry,** You're racing against the clock. **Get *Nintendo Power* today** and start saving the world before it's too late.



Save 66% off the cover price and get the FREE GIFT* of your choice! Use the attached order form or call toll-free:

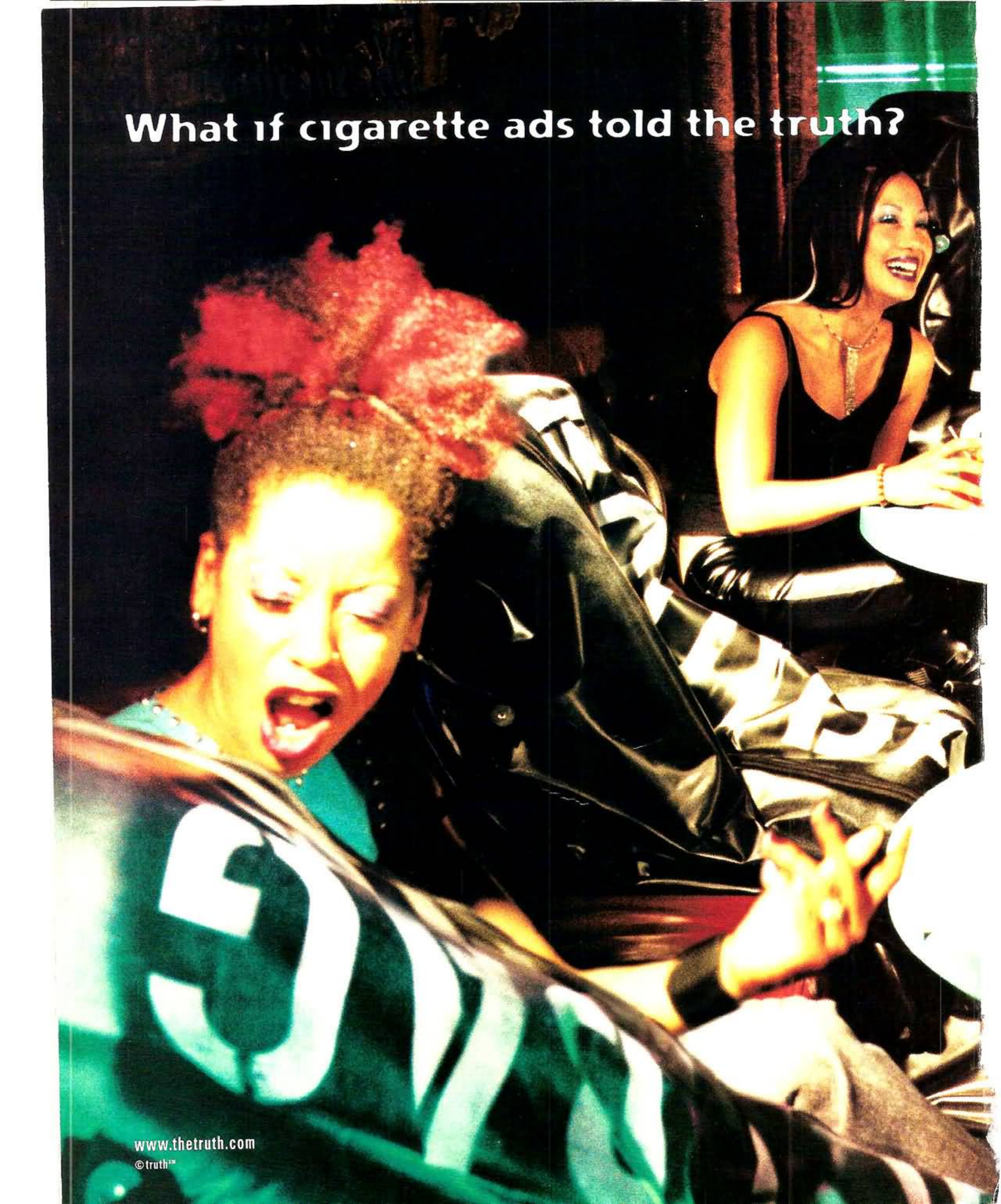
1-800-255-3700

You may also subscribe via our website:

www.nintendopower.com

Visa and MasterCard accepted • Online orders not available in Canada

*Gift free with paid subscription


What if cigarette ads told the truth?
www.thetruth.com
©truth℠


FORGET ALL THE HEALTH RISKS. If The Beautiful People Do It, It Must Be Okay!
1.2 mg of "Hey, I'm addicted!" 200 mg of "I'm cool, right?" and 2000 mg of "I'm livin' dangerously so I must be sexy."

GAME BOY® ADVANCE



The GBA Has Landed! 40

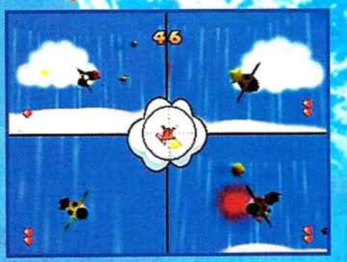
Game Boy Advance, the new name in portable play, debuts in Japan this month. Our coverage of the event features a look at Game Boy Advance technology, news on more than 20 titles that will be released in Japan and exclusive information on games that will make their way to North America when Game Boy Advance lands on our shores this June. Get the goods on Mario Advance, F-Zero Advance and more!



Doctor's Advice 22

Action-puzzle classic Dr. Mario is spreading to the Nintendo 64 with instantly addictive four-player action. Our Dr. Mario 64 six-pager covers Dr. Mario basics and a collection of strategies that will help you make the vitamin-matching combinations that you need to come out on top in a competitive multiplayer match.

Party Planner 50



Celebrate the upcoming release of Mario Party 3, the latest in the ultra-popular multiplayer party game series, with our exclusive first look at the game! If you just can't wait to take Mario and company around the game board, you can gather your friends and play the board game that is included in our preview!

Tumble Tips 70



For every player who has ever tilted the Controller to try to make the little guy on the screen run faster, there's Kirby Tilt 'n' Tumble—a motion-sensitive GBC Pak! Our review gives you bumping and rolling tips for the first eight courses, including hidden item locations.

CONTENTS

VOLUME 143 – APRIL 2001

GAME STRATEGIES

Dr. Mario 64 22
Pokémon Stadium 2, Part 2 30
Aidyn Chronicles, Part 2 56
Kirby Tilt 'n' Tumble 70
Magi-Nation, Part 2 84

SPECIAL FEATURES

A New Era of Portable Gaming Begins
Game Boy Advance Launches in Japan 40
Party Three-quel, First Look
Mario Party 3 50
Link's Latest—A Look at Another New Zelda Adventure!
The Legend of Zelda: Oracle of Ages 64
Do You Believe Everything You Read?
Unclogging the Mystery of Project M 92
Game Boy Color Adventure Preview
Indiana Jones and the Infernal Machine 100

DEPARTMENTS

Player's Pulse 8
Game Watch 14
Nintendo Online 20
Classified Information 52
Pokécenter 76
Counselors' Corner 94
Player's Poll Contest 98
Game Boy a-Go-Go 104
Now Playing 114
Next Issue 120



Publisher
M. Arakawa
Editor in Chief
Yoshio Tsuboike
Managing Editor
Scott Pelland
Senior Writer
Jason Leung
Staff Writers
Alan Averill
George Sinfield
Jennifer Villarreal
Drew Williams
Editorial Consultants
Peter Main
Dan Owsen
Phil Rogers
Jacqualee Story
Juana Tingdale
Copy Editor
Jessica Joffe Stein
Production Coordinators
Corinne Agbunag
Mayumi Colson
Machiko Oehler
Art Director
Kim Logan
Senior Designer
Jim Catechi
Designers
Tim Garret
Rebekah Lane
Andy Myers
David Waterworth
Prepress Assistant
Chris Shepperd
Electronic Prepress Assistants
Jay Wergin
Van Williams
Design, Game Strategy & Illustration
V-DESIGN Inc.
V-Design Inc. Art Director
Yoshi Orimo
V-Design Inc.
Jill Anderson
Adam Crowell
Oliver Crowell
Matt Fisher
Brian Jones
Sonja Morris
John Rice
Deanna Robb
Sarah Robinson
Cover Design
Griffes Advertising
Sales and Marketing Manager
Jeff Bafus
Advertising Coordinator
Malinda Miller
For advertising inquiries, contact np.advertising@noa.nintendo.com



VOLUME 143 - April 2001
Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.40 per year in the U.S.A. ($71.40 in Canada).

PLAYER'S PULSE

This month's Write Away, Right Away takes us back to school . . . old school, that is! We asked you to share your most memorable gaming moment, and while the N64 Zelda titles inspired the most trips down memory lane, older games like Super Metroid, Super Mario RPG and even Bad Dudes were right on its heels. Read on and keep that box of tissues handy.

PRECIOUS MOMENTS

I think the most touching scene in a game is in Diddy Kong Racing when you beat WizPig for the second time and everyone throws you a big party.

J.P. Carroll
Via the Internet



There are many things in Majora's Mask that moved me, but my favorite was when I reunited Anju and Kafei. It was sweet how they were talking about greeting the morning together, even though they knew everything would probably be destroyed. I found it sad that they only got to be together for less than a day.

Kara Caputo
Canaan, NH

Right after I read your question, I had to write. This is the only time in my life I ever cried over a video game—Lufia II. The ending is so sad! I was about 12 when I first beat it, and I still cry every time I see it. I can't wait for the new Lufia on Game Boy Color!

YoshMaster
Via the Internet

We can't wait either. Check out Game Watch for our exclusive preview.

The ending scene for Chrono Trigger was one of the most touching in Nintendo history. I mean, here are all these people you traveled, fought and laughed with who have to go back to different times where Crono will never see them again. Heck, it even brings Robo to tears . . . or oily drops, anyway.

Geoff
Via the Internet



The end of Earthbound! When the team breaks up, you read letters from Jeff's friend, Tony, Ness's Mom and the kids at Polestar Preschool. Furthermore, everyone you talk to on the way home wants to hear your stories, and some comment on how much you've grown up. Finally, you call your dad one last time and find out he'll be home in time for your birthday.

Jiggy
Via the Internet

I'd have to say the most, well, mushy moment would be when Mario and Bowser kiss in Super Mario RPG. Then I played it again and Mario and Booster kissed! Hilarious! I had no idea there was more than one scene.

Steve Currie
Westville, NS

Mario's a lovable guy, but he doesn't return the smooch. Could it be that Bowser and Booster have bad breath?



I'd say my moment is from Majora's Mask. It was sad to

LETTER OF THE MONTH

The best scene is in The Legend of Zelda: Ocarina of Time when Saria gives Link her Ocarina in the forest and he just runs off. My sister started crying badly when she saw it, and now she's always talking about it. I think Mr. Miyamoto just wants my sister to bug me for the rest of my life.

Zerg211
Via the Internet

No sibling strife intended. Mr. Miyamoto has often said that he wants his games to evoke a strong emotional response in the players. And judging from the number of letters we received about Ocarina of Time—and the Saria and Link scene especially—we'd say he succeeded.



see Gorman the Circus Leader cry because he can't be with his brothers since he's not good with horses. It makes me sad that some people are good at things that others aren't.

Wildcat
Via the Internet

The most touching scene has to be in WCW Revenge. When you win a tag team match and the two players are gazing into each other's eyes with a look of love on their faces, it makes you want to cry.

Anonymous
Via the Internet



Nothing says tenderness quite like a folding chair smacking your opponent's backside.

After you protect the milk from bandits in Majora's Mask, Cremia gives you a mask. If you save it a second time, she gives you a big hug! I thought that was sooo sweet!

Sabrina Ontiveros
El Paso, TX

The best scene in video game history is from Final Fantasy III, when Edgar and Sabin are having a flashback to their parents' demise and must choose who will be heir to the throne. The scene was eerie, and the music . . . wow. It was like watching opera, except I didn't fall asleep.

Nicholas Tomasello
Mays Landing, NJ

My three-year-old daughter loves to watch me play Super Mario 64, and she couldn't wait for me to beat the final Bowser. When I finally did and Peach gave Mario a cake for all his hard work, she broke out in tears. It was the happiest day in a Nintendo fan's life!

Karl & Tabitha
Via the Internet

What about Banjo-Tooie? It's sad how George and Mildred Icecube are both goners. I mean, who would fry or bust open a friend just for the prize inside? I hope they're destined for the big ice cube tray in the sky.

Chuck Horenstein
Huntington Woods, MI

The best scene is from the ending of Bad Dudes for the NES, when the president asks you to go get a burger. I laughed, I cried, it was touching.

James Meyers
Via the Internet

The Nintendo cafeteria still serves Bad Dude Burgers every Friday.

The best and happiest scene I've ever seen in a video game was at the very beginning of *Star Wars: Battle for Naboo*, when the big Nintendo symbol falls on Jar Jar Binks. It was great!

Heather Dorrell
Coeur d'Alene, ID

That explains everything. We were wondering why NP staffers kept pressing the reset button while playing Battle for Naboo.

The most touching and emotional moment is in Super Metroid during the final battle against Mother Brain. Just as Samus is about to meet her doom, a Metroid saves her by covering her and giving her its energy. Then Mother Brain takes it out with a fatal shot. I was so angry and upset that I broke out the Super Missiles and blasted Mother Brain with her own medicine!

Todd Wickboldt
Mundelein, IL



No one who played Super Metroid could ever forget the Metroid's brave sacrifice. Thanks to all the readers who shared their sometimes quite personal tales of video game love and loss.

WHAT'S THE POINT?

I just finished playing Ogre Battle 64, and I'm steamed. I thought I was the big hero, but Destin told me I was being selfish and "only cared about winning battles." Then the ending said "A great hero once led Palatinus in revolution, but his name was long forgotten." What's up with that?! Of course I cared about winning battles! That's the point of the game! If I wasn't concerned I never would have finished the mission! If all games ended like

NINTENDO POWER SOURCE

Your NSIDER power source to everything Nintendo.
www.nintendo.com

NINTENDO POWER SUBSCRIPTIONS, RENEWALS, BACK ISSUES, PLAYER'S GUIDES AND MORE
www.nintendo.com/consumer/magazine.html

SYSTEM SETUP, TROUBLESHOOTING AND REPAIR
www.nintendo.com/consumer/index.html

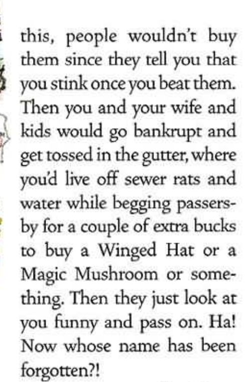
GENERAL QUESTIONS?
Try www.nintendo.com or e-mail us at: nintendo@noa.nintendo.com

TALK TO A GAME COUNSELOR
For Help Playing Any Nintendo Game Title
1-900-288-0707
U.S. $1.50 per minute
1-900-451-4400
Canada $2.00 per minute
(1-425-883-9714 TDD)
6 a.m.-9 p.m. Pacific time Monday-Saturday, 6 a.m.-7 p.m. Sunday. Callers under age 18 need to obtain parental permission to call.

POWER LINE
1-425-885-7529
Prerecorded Game Tips and Future Product Information
Get complete game walk-throughs on the most popular games for the Nintendo systems. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call. For a complete list of games available on the power line, check out: www.nintendo.com/consumer/gameplay/powerline.html

If you are unable to find what you need at our website, contact us at:
1-800-255-3700
(1-800-422-4281 TDD)
Note: We are unable to answer game play questions on this line.
6 a.m.-9 p.m. Pacific time, Monday-Saturday
6 a.m.-7 p.m. Sunday. French- and Spanish-speaking representatives are available.

NINTENDO POWER PLAYER'S PULSE
P.O. BOX 97033
REDMOND, WA 98073-9733
E-mail:
noapulse@nintendo.com



this, people wouldn't buy them since they tell you that you stink once you beat them. Then you and your wife and kids would go bankrupt and get tossed in the gutter, where you'd live off sewer rats and water while begging passers-by for a couple of extra bucks to buy a Winged Hat or a Magic Mushroom or something. Then they just look at you funny and pass on. Ha! Now whose name has been forgotten?!

Alex Linser
Via the Internet

You'll be happy to hear that Ogre Battle 64: Person of Lordly Caliber contains six unique and different endings, so you still have a chance to claim fortune and glory.

INTENTIONAL FOULS

What was the name of the basketball game for the NES that had no fouls and let you tackle your opponent to get the ball? It was really cool, and I'd love to see it on the N64.

Adam Thio
Via the Internet

That's not much of a description, but our best guess is that you're thinking of Arch Rivals: A Basket Brawl, a game which let you slug your opponent before stealing the ball away. If you're still hankering for a no-holds-barred hoopfest, may we suggest Bill Laimbeer's Combat Basketball for the Super NES.

LOVESEAT LACKING

How does Peach live in her castle? Bowser must have stolen all her furniture, since she doesn't have any. And there are no kitchens or bathrooms. Can you give me her address so I can send her some home appliance donations?

Adrianne Halford
Elk Grove, GA

Actually, Peach has solved her furniture dilemma in Paper Mario, as she now has beds, chairs and a complete working kitchen. She still needs a Nintendo 64 and Virtual Boy, however, so she'll have to hope for a mystery gift from Pokémon Gold or Silver.



NO FREE LUNCHES

I found a weird website the other day. It had something called a "Game Boy Color Emulator" which let you play Game Boy games on your computer for free. Is this illegal?

Nick Bright
Via the Internet

Yes. Not only that, but it takes money away from the hard-working people who design, create and market the games. Video games are like any other commodity—if no one pays for them, the folks who make them will go out of business.



NOT AGAIN! AGH!

There's an upcoming GBC game called Kuru Kuru Kuru-rin. Oddly enough, Kuru is a degenerative nerve disease contracted by touching the brains of deceased individuals. It's the human equivalent of Mad Cow Disease. If the game involves touching brains, I don't think there will be an audience for it.

Shayne Riley
Via the Internet

We thought we'd dealt with our share of "gross gaming stories" with that whole Weedle episode in Issue 137. Never fear—Kuru Kuru Kuru-rin is an addictive puzzler and has nothing whatsoever to do with handling brains, contracting disease or anything like that. Now if you'll excuse us, we're expecting a house call from Dr. Mario!



POWER CHART

The numbers are in, and they don't lie—Pikachu and friends ruled the day in 2000! An astounding seven of the top ten best-selling Nintendo games were Pokémon related. The following information, also known as TRSTS data, comes to you from the good people at The NPD Group, Inc.

YEAR 2000 BEST-SELLERS

1. **Pokémon Gold: 2,900,000**
2. **Pokémon Silver: 2,900,000**
3. **Pokémon Stadium: 2,000,000**
4. **Pokémon Yellow: 2,000,000**
5. **Majora's Mask: 1,300,000**
6. **Pokémon Blue: 1,100,000**
7. **Pokémon Red: 1,100,000**
8. **Pokémon Trading Card Game: 1,000,000**
9. **Super Mario Bros. DX: 995,000**
10. **Mario Party 2: 944,000**



CHECK IT OUT!



Mona Bringer of Ellicott City, MD, sent us the following picture of her son's Game Boy Color. Seems he left it outside for almost two weeks—during which time it was run over by a lawn mower, chewed by a dog and soaked by a number of torrential downpours. Though they had little hope of ever playing it again when they finally found it, they're happy to report that the unit works just as well as ever. Now that's some sturdy construction!

A HEARTY QUESTION

Does Wario have a bad heart? One of my friends was talking about how bad Wario looks, and how much he seems to need a grapefruit diet. I think he has a bad ticker or is going to end up with one.

Rex Durkan
Elizabethtown, KY



While pudgy Wario doesn't possess the sleek, highly toned body of a professional athlete, he does keep in shape by playing tennis, shooting the occasional round of golf and chasing Mario across entire worlds. Besides, as we all know, Wario despises grapefruit.

PASS THE AMMO

In the September issue of NP, your review of T.W.I.N.E. has a picture of the Air Raid level that shows a machine gun on the wing of the refueling jet. I got the game, and it's not there. My cousin says it's not there either. Is it a glitch on his game either. Is it a glitch in our games, a typo in NP, or something else? Thanks a lot!

Jesse Burton
Via the Internet

No glitch, no typo. The machine gun was removed from the final version of the game after the September issue went to print.

A FEW ADVANCED QUERIES

I hope you're right when you say that Game Boy Advance will have the biggest launch library in video game history. I like a big selection. I was told by my older bro that two GBA's could link up with one game cartridge. That would save a lot of money for kids, and it would be awesome!

Joe Boccella
Via the Internet

We like big selections too, Joe, and judging by our GBA blowout this month, it shouldn't disappoint. As to your other question: yes! Some of the new GBA titles will allow more than one gamer to play using a single Game Pak—but only on certain modes and/or levels. Other types of game play will still require each user to have his or her own copy of the game.

GRAPHIC GRIPES

This complaint goes out to Aidyn Chronicles. What kind of graphics are those? The people seem to be nothing but blocks with flattened faces. I don't care how much depth your game has, if its graphics aren't up to par, it doesn't mean a thing.

Kenneth Lau
Via the Internet

Though Aidyn Chronicles has a number of redeeming features—such as a great combat system, totally customizable stats and a refreshingly deep plotline—it's graphics or nothing for Mr. Lau. Take a peek at Write Away, Right Away to continue the debate.

OUCH! IT BURNS!

I was studying chemistry at school when I saw a formula listed as HO2H, or HOOH. Naturally, I thought of Ho-oh from Pokémon Gold and Silver! As it turns out, HO2H is the chemical symbol for hydrogen peroxide.

Scizor2
Via the Internet

Just don't try to put the legendary bird on your wounds. That's all we ask.

UNDERWEAR? IT'S UNDER THERE

Hey Ganondorf, boxers or briefs?

Anonymous
Via the Internet

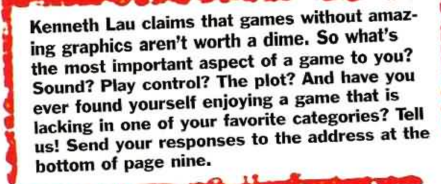
Ganondorf actually wears form-fitting chain mail undies. The last time Link gave him a wedgie, he was out of commission for weeks.



Border art provided by:

Julian Cardozo, Mission Viejo, CA
Marissa Christenson, Las Vegas, NV
Angela Engu, San Antonio, TX
Rohan Gandhi, Germantown, MD
Travis Harper, Teague, TX
Brandon Hoelscher, St. Albans, MO
Chris Lohman, North Canton, OH
Leroy Matthews, Ramona, CA
Ben Mills, Longmont, CO
Anthony Nieves, Newark, NJ
Sam Perez, Canada
Josh Pond, Broken Bow, OK
Reinier R., FL
Jade Smith, Chino, CA
Eric Valencia, Brentwood, CA
Ryan Ware, Ft. Thomas, KY
Jimmy Wright, Statesboro, GA

WRITE AWAY, RIGHT AWAY



Kenneth Lau claims that games without amazing graphics aren't worth a dime. So what's the most important aspect of a game to you? Sound? Play control? The plot? And have you ever found yourself enjoying a game that is lacking in one of your favorite categories? Tell us! Send your responses to the address at the bottom of page nine.

ARTIST'S GALLERY

The latest Artist's Gallery is filled to the brim with your stunning pics, and it's convinced us that Nintendo Power has the most creative readers of any magazine out there. Don't forget to get cracking on art from your favorite sports titles—that's the theme for next month's issue.

Michael Reardon • Merrillville, Indiana



Norberto Gonzalez • Calexico, California



Brittney Peetsch • Eugene, Oregon



Stacy Krzywinski • San Jose, California



Josh Gilbert • Buffalo, New York

Krieger McLean • Littleton, Colorado

Britt Roth
Bendersville, Pennsylvania

Jenny Falk • Springfield, Oregon



Darcie Banfield • Georgetown, Kentucky



Frank Cruz • Pasco, Washington



Jesse Kleinschmidt • Palmerton, Pennsylvania



electronics boutique®
www.ebgames.com
SPECIAL PRICE! ONLY
$59.99
when you purchase 2 Game Boy Color games valued at $19.99 or higher.
GAME BOY COLOR
nintendo 64 | new releases
electronics boutique®
FOR A STORE NEAR YOU CALL
1-800-800-5166
SHOP BY PHONE
1-800-800-0032
EBX

GAME WATCH

THE ONLY INSIDE SOURCE FOR ALL NINTENDO NEWS



LUFIA: THE LEGEND RETURNS

THIS MONTH

Xena and Hercules



NBA Hoopz



X-Men: Wolverine's Rage



Dragon Warrior III

Also this month:
Mega Man Xtreme 2
Aliens: Thanatos Encounter
Xtreme Wheels
Razor Freestyle Scooter
Spider-Man 2: The Sinister Six

GAME BOY TAKES TO THE AIR

Game Boy officially entered the new millennium and took to the airwaves with a link to cellular phones when the Mobile System GB went on sale in Japan. The Mobile System GB includes the Mobile Adapter GB, a network-software cartridge dubbed the "trainer cartridge" and access to Nintendo's Mobile Data Center—a network created exclusively for Game Boy players in Japan. The adapter plugs into the Game Boy Color and most popular mobile phones. Once they're connected to the network, players can exchange game data, send and receive e-mail and even check out gaming information. The biggest news is that there are a ton of Pokémon options. Using the new Pokémon Crystal version, which has Mobile features built-in, players can trade and battle Pokémon remotely through their cell phones. They can enter the Battle Tower, as well, downloading Pokémon teams from champion Trainers, and battle against them off-line. If a player defeats the champion, the challenging player will become the new champion Trainer that other players can challenge. The cost of using the network depends on what players do when they're connected. There is a small charge for entering the Battle Tower, the Japanese equivalent of about 10 cents. Logging onto the news site costs the equivalent of 90 cents, and entering a round of Mobile Stadium costs less than 20 cents. Nintendo Power will have more information on Pokémon Crystal and the possibilities for a North American network soon.



ONCE THEY'RE CONNECTED TO THE NETWORK, PLAYERS CAN EXCHANGE GAME DATA, SEND AND RECEIVE E-MAIL AND EVEN CHECK OUT GAMING INFORMATION.

THE LEGEND OF LUFIA GROWS

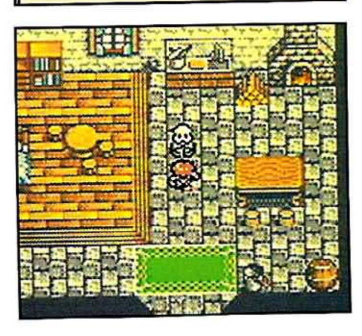
For well over a year, Natsume has been working on Lufia: The Legend Returns for GBC, and the result is a truly epic RPG in the grand tradition of Final Fantasy III. Nintendo Power received the first English language copy of the game in North America to bring you exclusive coverage this month in Game Watch and next month in a special preview. The adventure begins now.

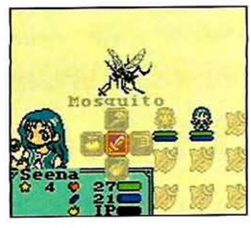
LET'S STORM THE CASTLE

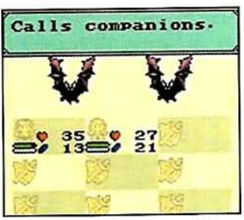
The adventure actually begins in Patos Village, a sleepy hamlet where you live quietly, practicing your swordplay until the day that a stranger appears. The stranger is a woman named Seena from Northland, a fortune-teller who has heard about your reputation as a fighter. At first, she's not impressed with you (go figure), but then she sees you in action when you have to save a child from a fire. That does it. She wants you to join her party. So the first twist in the Lufia story is that you join someone else's quest, not the other way around. It seems that Seena has heard that the four Sinistrals (the bad guys from previous Lufia games) are back in action. Seeking the legendary home of the Sinistrals, Doom Island, she needs your help. Without a second thought, you join up, because that's just the sort of selfless hero you are. The game is full of story-driven drama that builds a sense of who the characters are and gives you direction in your quest.











A-QUESTING WE WILL GO

Once you hit the road on your Lufia adventure, expect lots of exploration, beast battles, building up of levels and acquiring information and items. All of that is pretty standard, but there's plenty of novelty for epic fans, too. Lufia features a huge arsenal of cool weapons, powerful magic spells, large parties of as many as nine characters and a vast array of items that range from simple concoctions like Charred Newt to Mystery Potion. If you're new to epic gaming, you'll find that Ibla the trainer can teach you all about the unusual aspects of the game, like the fact that the floor plans of dungeons and towers will change every time you enter them anew.

HIDDEN GEMS

Lufia is filled with unexpected depths of play. In dungeons and towns, you'll find a speed-walk function that lets you tear around like a sprinter—a real time-saver. And when you're in dungeons and towers, you'll have the use of two sword moves for cutting plants, freezing enemies and uncovering hidden passages and traps. You'll see your enemies in dungeons, as well, and you can avoid them or attempt to catch them off guard to enhance your attack. Even more interesting is the battle system itself. Part of the strategy is that you'll have to position your fighters on a three-by-three grid to maximize your power, and your characters can share Spiritual Force—an energy that allows you to learn ancient spells—if they're aligned properly on the grid. The menu system is designed to let players check all their stats with a minimum of button pushing. Sweet. The onboard mapping system is essential since each dungeon is never the same twice. Even the large text characters are a welcome feature of Lufia. It's one of the best structured RPGs ever.

A PLACE IN HISTORY

From comic episodes, melodramatic meetings, heroic battles and sinister plots, Lufia has it all, which is why it is destined to be a classic RPG for Game Boy Color. Natsume plans to release the game by early summer, so save some time—a lot of time when you return to the legend of Lufia.



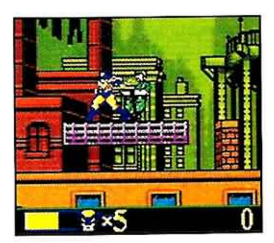
DUTY CALLS THOSE WITH HONOR... AND A BIG SWORD.

FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

SLASH TV

X-Men: Wolverine's Rage from Activision has a lot going for it for a GBC platformer. For starters, there's Logan, otherwise known as Wolverine, a favorite of the X-Men superheroes. Equipped with healing powers, super-senses and an adamantium-enhanced skeleton, Wolvie is a hard man to stop in the comics or in the game. He'll claw his way through sewers, across city rooftops, past ninja enemies and into a high-tech laboratory, where Lady Deathstrike awaits with a molecular destabilizer that can turn his adamantium skeleton into liquid metal. Your goal is to destroy the destabilizer before it destroys you. Along the way, Wolvie will have to fight Cyber and Sabertooth, as well. There are 20 levels of side-scrolling, brawling action in all. If you need some extra attack strength, you can call on Wolverine's Bestial Rage, but that will deplete your health. If scratching your enemies isn't enough, you can unleash special attacks such as uppercuts and the powerful squat attack. Although Wolverine is known for his regenerative abilities, he is not immune to the many attacks of his foes. And you won't be immune to the action when X-Men: Wolverine's Rage is released later this year.









XENA AND HERC ARRIVE!

Titus's duo of adventure games is finally complete, and we have the finished games to prove it. Titus has created sharp graphics and Zelda-type adventures with lots of characters, items, battles and quests. The stories and adventures of the two games are completely different, and each character has signatures fighting styles and weapons. Even so, players will be able to switch characters from one Game Pak to the other and open up new areas that weren't available to the original character. The interaction between games is the icing on the cake. The mechanics of both games will be familiar to Zelda fans. Salmoneus is your guide for getting started in both adventures and you'll interact with dozens of characters, including Olympians and evil bosses. Both games should be available by the middle of May, and Nintendo Power will help you get started with a double review next month. The golden age of adventuring is here!



Xena



Hercules



Hercules



Hercules



Xena

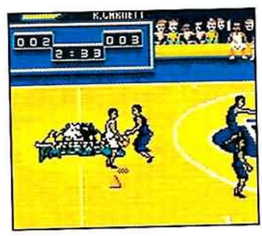
THE NBA ON GBC

Midway pounds out another winner on the hardcourt with NBA Hoopz for Game Boy Color. The game features three-on-three action with a guard, forward and center for each team. Arcade-inspired turbo boosts give your players bursts of energy for racing down the court or slamming a spectacular dunk shot. Each player has eight rankings, including Power, Speed, Two-Point, Three-Point, Steal, Block, Dunk and Dribble, so you can choose the strongest lineup for your team. In addition to all the NBA players, teams and locations, you'll find hidden courts and coaching tips. There's even a practice mode so you can work on your moves before taking the game to your opponents. Granted, there's not much competition right now for new handheld hoops titles, but Midway and the development crew at Torus Games created a solid, good-looking, arcade-style basketball game that's fun to play and not too outrageous.











DRAGON DREAMS

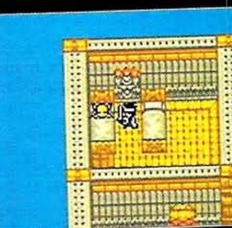
Proceeding under the assumption that a picture is worth a thousand words, your Game Watch editors started playing Dragon Warrior III for Game Boy Color even before we received an English version of the game. We didn't learn much about the story, which is similar to the original NES version in most respects, except that Enix has added some pretty cinema scenes to help tell the tale. We did learn that the faster walking speed for getting around the world makes a huge difference. Dragon Warrior III is truly a zippy game. It's also full of great graphic detail and boasts a super soundtrack that will keep players tuned in. For now, here are some more screen shots to dream about.

















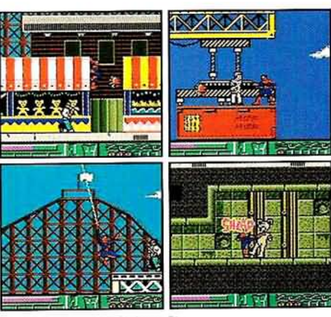
IT MAY NOT BE ADVANCED, BUT IT'S A DEFINITE STEP UP.

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

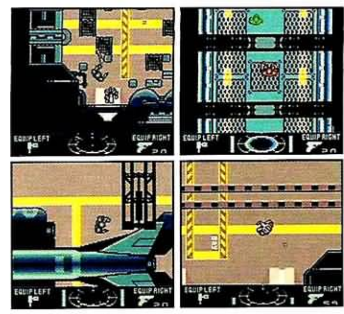
SPIDEY RETURNS

This spring, Spider-Man will swing into action on the GBC in the amazing side-scrolling sequel, **Spider-Man 2: The Sinister Six** from Activision. Torus Games has created one of the most impressive superhero romps on any platform. The wow factor comes from great moves and graphics. Spidey clings to practically everything in sight, has awesome attacks for battling thugs and swings through the city in search of Aunt May, who has been kidnapped by Doc Oak. You'll find comic book touches such as storyboards and sound effects bubbles that accompany the fighting action. Super-Web power-ups give Spidey extra power for battling bosses like Sandman and Kraven. It's a truly amazing Spider-Man game, and we'll have more on it next month.


Spider-Man 2: The Sinister Six

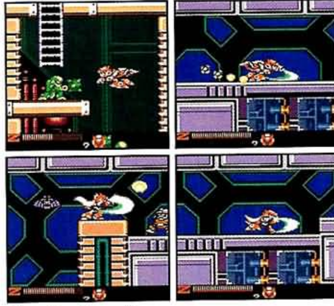
ALIEN CHEMISTRY

Imagine that you're returning to earth after a deep space mission when you discover a freighter drifting dead in space with acid-spitting aliens trying to implant the crew with parasitic chestbursters. That's the scenario of THQ's Game Boy Color Adventure, **Aliens: Thanatos Encounter**. You have command of a squad of five space marines who must destroy all the aliens before the Thanatos reaches earth. Armed with 12 alien-spanking weapons and a motion-tracking device, you'll try to rescue the Thanatos crewmen and blast aliens. If an alien plants a face-hugger on your marine, you'll have to kiss him goodbye and choose a new marine to fight with. With a variety of alien types and constant, drooling danger, Aliens: Thanatos Encounter should keep players sweating when it reaches earth next month.


Aliens: Thanatos Encounter

MEGA MAN GOES TO EXTREMES

Contrary to some appearances, Capcom isn't focused exclusively on Game Boy Advance these days. **Mega Man Xtreme 2** for Game Boy Color, expected in September, is also on the way. The game takes place after a mysterious incident in a reploid factory. Mega Man X discovers a Maverick with a DNA Soul chip that allows it to take the DNA from other reploids and reproduce them. Mega Man X and Zero must collect the DNA Soul chip to save the world from evil reploid clones. Expect classic side-scrolling action, cool blasters and a high level of challenge from the latest Mega Man adventure.

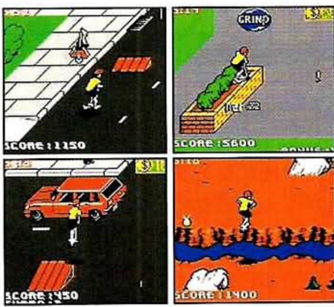

Mega Man Xtreme 2

THQ ADVANCES

The list of Game Boy Advance titles grows this month with six titles headed your way from THQ. Many of THQ's favorite licenses are on the hit parade, including **Rocket Power, Rugrats, Spongebob Squarepants** and **WWF. Jimmy Neutron** is also coming to Advance, as well as a new Scooby-Doo adventure, **Scooby-Doo and the Cyber Chase**. Our sources inside THQ tell us that even more titles are in the works, but that they can't reveal them just yet. We should have screen shots of all the games mentioned above in next month's Game Watch.

CRAVE JOINS THE CRAZE

The scooter craze hits Game Boy Color this spring with **Razor Freestyle Scooter** from Crave Entertainment. Crawfish Interactive has put together a fresh race and stunt combo game that tips its hat to **Tony Hawk's Pro Skater**. Riders can upgrade their ride with better shoes, pads, forks and wheels as they progress in the seven rounds of the Championship Mode and earn prize money. Riders can compete in Racing and Trick Modes, as well. There's even a Multiplayer Mode for two players armed with a Game Link Cable.



Razor Freestyle Scooter

XTREME XCITEMENT

Xtreme Wheels from Spike features colossal jumps, a stamina meter and muddy areas that will bog you down. It's a close cousin to **Excitebike** for the NES, but it has sharper graphics, and you use pedal

GAME WATCH FORECAST

power rather than a motor in the three modes of play—Grand Prix, Time Trial, and Training.



Xtreme Wheels

FURTHER GAMING ADVANCES

BAM! Entertainment is jumping on the Game Boy Advance bandwagon with seven titles for 2001. The first game, to be released on June 11th, will be **Fire Pro Wrestling** from Spike in Japan. The North American version may have a new title, but rest assured that it will be the same game with tons of wrestlers and moves. BAM! will follow up with a packed fall release schedule featuring many of the publisher's top licensed products such as **Dexter's Laboratory** and the **Powerpuff Girls**. BAM! is adding a new sports series, as well, beginning with two titles, **Sports Illustrated 4K Baseball** and **Sports Illustrated 4K Football**. To complete the lineup, BAM! turns to the movies with GBA games based on two upcoming films, **Driven** and **Ecks vs. Sever**. Driven is a racing game, and Ecks vs. Sever is a first-person shooter.

In other Advance news, Natsume plans to publish four titles for GBA, and LEGO is ready to produce **LEGO Island 2: The Brickster's Revenge**, **LEGO Racers 2** and **Bionicle: Tales of Tohunga**. Kemco is planning on June 11th releases for **Top Gear GT Advance** and **Tweety and the Magic Jewels**, both of which are tentative names. Kemco also plans to release several more titles later in the year.



Fire Pro Wrestling

The Legend of Zelda: Oracle of Seasons



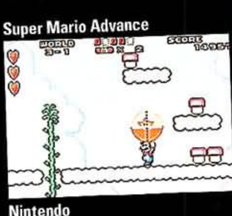
Nintendo

The Legend of Zelda: Oracle of Ages



Nintendo

Super Mario Advance



Nintendo

Rayman



Ubi Soft

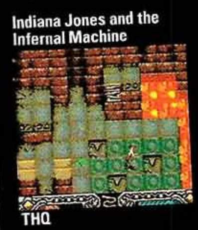
Super Street Fighter II



Capcom

Indiana Jones and the Infernal Machine





THQ

NINTENDO 64

MARIO PARTY 3
TONY HAWK 2

GAME BOY COLOR

ALIENS: THANATOS ENCOUNTER
ALONE IN THE DARK
AMF BOWLING
CRUSADERS OF MIGHT & MAGIC
CURIOUS GEORGE'S ADVENTURES
DOUG'S BIG GAME
DRAGON WARRIOR III
GAUNTLET LEGENDS
HERCULES
HIGH HEAT MAJOR LEAGUE BASEBALL 2001
INDIANA JONES AND THE INFERNAL MACHINE
THE LAND THAT TIME FORGOT
LUFIA: THE LEGEND RETURNS
MEGA MAN XTREME 2
NBA HOOPZ
PORTAL RUNNER
RUNELORDS
SHREK
THE SIMPSONS: NIGHT OF THE LIVING TREE HOUSE OF TERROR
SPIDER-MAN 2: THE SINISTER SIX
T-TEX
TOP GUN
V.I.P.
THE WORLD IS NOT ENOUGH
X-MEN: WOLVERINE'S RAGE
XENA: WARRIOR PRINCESS
XTREME WHEELS
ZELDA: ORACLE OF AGES
ZELDA: ORACLE OF SEASONS

GAME BOY ADVANCE

AERIAL ACES
BIONICLE: TALES OF TOHUNGA
BOMBERMAN STORY*
BREATH OF FIRE
CAESARS PALACE
CASTLEVANIA: CIRCLE OF MOON*
DEXTER'S LABORATORY
DRIVEN
EARTHWORM JIM
ECKS VS. SEVER
F-18
F-ZERO ADVANCE*
FIEVEL: AN AMERICAN TAIL
FINAL FIGHT
FIRE EMBLEM*
THE FLINTSTONES
FORTRESS
GAME BOY WARS ADVANCE*
GOLDEN SUN*
GOLF MASTER*
HORSE RACING DERBY*
IRIDION 3-D
JELLY BELLY
JIMMY NEUTRON
KURU KURU KURU-RIN*
LADY SIA
LAND BEFORE TIME
LEGO ISLAND II: THE BRICKSTER'S REVENGE
LEGO RACERS II
M&MS: LOST IN TIME
MAGICAL VACATION*
MAIL DE CUTE*
MARIO KART ADVANCE*
MEGA MAN BATTLE NETWORK
MEN IN BLACK
MLB SLUGGERS
MOMOTARO FESTIVAL*
MONSTER BREEDER*
NAPOLEON*
NFL BLITZ 2002
NHL HITZ
PAC-MAN ADVANCED
PAINTBALL
PINOBEE*
PITFALL
POWERPUFF GIRLS
READY 2 RUMBLE BOXING ROUND 2
ROCKET POWER
ROCKMAN EXE*
RUGRATS
SCOOBY-DOO AND THE CYBER CHASE
SILENT HILL*
SPONGEBOB SQUAREPANTS
SPORTS ILLUSTRATED 4K BASEBALL
SPORTS ILLUSTRATED 4K FOOTBALL
STAR COMMUNICATOR*
SUPER MARIO ADVANCE*
SUPER STREET FIGHTER II
TACTICS OGRE*
TINY TOONS (2 TITLES)
TOP GEAR GT ADVANCE*
TWEETY AND THE MAGICAL JEWEL*
WAI WAI RACING*
WWF

* ANNOUNCED IN JAPAN

Nintendo Online

Zelda.com Exploration Guide



The latest incarnation of zelda.com has been dubbed the "Zelda Universe" for a good reason. Not only does the site offer a comprehensive look into the Legend of Zelda game series, but it also gives you a chance to become a part of the Zelda community by way of a ranking system that tests your knowledge of the games, a message board and an ongoing interactive story. In fact, there is so much at the site, you may miss some interesting features if you don't thoroughly explore every section.

When you log on, a circular navigation window showing an overhead view of Link in the middle of a Hyrulian forest will appear. You can direct Link through the forest by placing the mouse pointer near the edge of the window where you want him to walk.

Of the four places to explore, your first destination should be the Temple of Time. From the starting point, follow the path to the east. When you get close to the building, a message will prompt you to enter. Left-click the mouse to bring up a detailed layout of the temple. Move your mouse pointer to single out the two places that you can visit—Acolyte Registration and the Knowledge Challenge. Highlight the registration area and left-click. After you register a user name, a password and your e-mail address, you will be able to participate in all of the activities the site has to offer as long as you are 13 years of age or older.

One of the benefits of registering is gaining access to the map. When you are exploring the world, you can click on the map icon at the bottom of the navigation window to bring up an overview map of the world. It allows you to skip to any location instantly.

Another feature that registration affords you is the chance to participate in a series of six Knowledge Challenges. If you answer 21 of 25 multiple choice questions correctly on one of the six games in the Legend of Zelda series, you will earn a Spiritual Medallion, left of the navigation window. The token of your Zelda knowledge appears in your inventory. When you earn all six Spiritual Medallions, you will be promoted to the rank of Sage.

South of the starting point is the Royal Academy. There you can take a look at walk-throughs and FAQs for every game in the series and PDF files of player's guides for the first four games.

When you travel on the path west of the starting point, you will cross a bridge to the Town Square and Marketplace. There, you can get updated info about Legend of Zelda games and promotions and participate in the interactive story. Registered users are asked to contribute new chapters to an ongoing story. The Sages in our online group will select one entry to be posted from all of the entries received by a certain deadline. After the posting, new entries that carry the story from that point will be accepted.

The message board is located in the Town Square. The Back Alley contains insider info about the making of the games.

Your last major destination is the library, north of the Town Square. It features a Legend of Zelda timeline and a complete Legend of Zelda encyclopedia.

With a treasure chest full of features and activities, zelda.com offers something for every Legend of Zelda fan. Log in and immerse yourself in the Zelda Universe.

QUICK BYTES



When you see the "NP" logo in a Nintendo Power strategy article, it means that you can find a movie of the called-out tip at nintendopower.com. This month, you'll find movies that illustrate strategies for the advanced areas of Aidyn Chronicles, Magi-Nation and Pokémon Stadium 2. You'll also see tips for Dr. Mario 64 and Kirby Tilt 'n' Tumble. Check it out!



Two new official Nintendo sites will go online on April 9th to inform you about a pair of new releases. Tiltntumble.com is the official site for the innovative Game Boy Color game, Kirby Tilt 'n' Tumble, and drmario64.com is the site for information on the puzzler [illegible] — Dr. Mario 64. Both sites feature plenty of screen shots and game play strategies.



Minigame madness will descend upon Nintendo 64 systems everywhere again when Mario Party 3 makes its debut. Next issue, we'll give you insights into what you can expect from the official site for the game. Just like the game, the site is sure to be a crowd pleaser.





HIT LIST

Nearly every game published by Nintendo has its own dedicated website that provides information, screen shots, strategies and other great features. The Nintendo Online Hit List shows which of those official Nintendo sites saw the most action in the month of January.

1. mariotennis.com
2. zelda.com
3. heyyoupikachu.com
4. pokemonpuzzlechallenge.com
5. zelda64.com

POKEMONSTADIUM.COM

With the release of Pokémon Stadium 2, pokemonstadium.com has become your official site for online news about the Stadium sequel. The site includes an updated Pokédex that gives information and stats on every known Pokémon. It also has a tool that rates Pokémon teams. You can use drop-down menus to enter your favorite Pokémon team then have the site rate the team for balance and overall strength. The top-rated teams will be featured on the website.



NINTENDO WEBSITE LIST

banjo-kazooie.com
banjo-tooie.com
bioniccommando.com
camphyrule.com
carringtoninstitute.com
datadyne.com
dkr.com (Diddy Kong Racing)
donkeykong64.com
drmario64.com
excitebike64.com
funtography.com
fzerox.com
gameboy.com
gameboy.com/aliceinwonderland
gameboy.com/crystalls
gameboy.com/littlemermaid
gameboy.com/warlocked
heyyoupikachu.com
jetforcegemini.com
kirby64.com
mariogolf.net
marioparty.com
marioparty2.com
mariotennis.com
mickeysspeedwayusa.com
nintendo.com/goldeneye007
nintendo.com/n64/ccsite (Command & Conquer)
nintendo.com/n64/newtetris
nintendo.com
nintendopower.com
nintendosports.com
papermario.com
perfectdark.com
pokemon.com
pokemoncardgb.com
pokemongold.com
pokemonpuzzleleague.com
pokemonsilver.com
pokemonsnap.com
pokemonstadium.com
radiozelda.com
ridgeracer64.com
rogue.nintendo.com (Star Wars: Rogue Squadron)
smashbros.com
starcraft64.com
starfox64.com
swracer.n64.com (Star Wars: Episode I: Racer)
tiltntumble.com
waluigi.com
warioland3.com
yoshisstory.com
zelda.com



When you see the NP logo next to a tip or game preview in Nintendo Power, it means you can see more on nintendopower.com.

IT'S JUST WHAT THE DOCTOR ORDERED—INFECTIOUS, FOUR-PLAYER PUZZLE FUN!

DR. MARIO® 64

EVERYONE
E
CONTENT RATED BY ESRB



AN OUTBREAK OF FEVERISH ACTION

The N64's cool four-player capability is the best medicine when it comes to curing boredom, and, for the first time since he earned his MD, Dr. Mario is making a house call as a four-player puzzle extravaganza. Forget about eating an apple a day—with its prescription of Tetris- and Pokémon Puzzle League-style play, Dr. Mario 64 is one physician you won't want to keep away.



WHAT'S UP, PLUMBER?

A cross between Tetris and Pokémon Puzzle League, all six of Dr. Mario's main modes send two-toned pills raining down. Colored viruses infect your playing field, and you must position four colors in a row or column to eliminate the germs.



CLASSIC

Six years before Tetris Attack, there was Dr. Mario. To check up on the feverish fun of the 1990 original, play the one-player Classic Mode.



STORY

Playing as either Mario or Wario, you'll unfold Story Mode's tale of stolen Megavitamins. You'll compete against the characters you meet in a race to erase the viruses.



VS. COMPUTER

One player can compete against any combination of three human- and CPU-controlled players. The first to eliminate all of the viruses in the bottle wins.



FLASH

Amid a plague of viruses, you must get rid of only the flu bugs that are flashing. It's harder than it seems, since penetrating the pile for choice viruses takes surgical precision.



MARATHON

As vitamins fall into the bottle, the stack of pills slowly rises. See how long you can last in the thick of Marathon Mode's endless outbreak of viruses.



SCORE ATTACK

Race against the clock to wipe out the viruses while scoring as many points as you can. Win big by using combos (see pages 26 and 27).



IN THE WAITING ROOM

The 12 characters you meet in Story Mode are available for use in Multiplayer and Vs. Modes. Two additional characters will be available once you finish the game on Normal and Hard without using continues. Each character plays at a different skill level when controlled by the CPU, and Mario, Wario and Rudy are three of the top vitamin wranglers in the game.



WARIO

SPEARHEAD



WEBBER

SILKY

APPLEBY



JELLYBOB



OCTO

HELIO

LUMP



HAMMER-BOT

MAD SCIENSTEIN

RUDY

A BETTER PILL TO SWALLOW

When you stack at least four pills of the same color, you'll eliminate all viruses and pill segments linked in that chain. Carelessness and malpractice will bury the viruses under mismatched pills. Use the pointers below to avoid being a quack.

MATCH GAME



Frequently scan the area to familiarize yourself with all the color combinations in your playing field. If you always have a good idea of what you need and where you need to put it, placing vitamins will be more manageable than working in the ER.

IN THE WINGS

When figuring out where to place a pill, plan ahead by taking a quick peek at Mario in the upper-right corner of the screen. The good doctor will have your next vitamin on display, so take your follow-up pill into account when making your move.

GARBAGE IN/OUT



By scoring combos, you'll drop pill segments (two to four, depending on the size of your combo) on your opponent. Whenever your rival dumps "garbage" on you, take out the trash immediately before more mismatched pieces pile up.

PHARMACEUTICAL FABLE

In Story Mode, you'll venture out as Mario or Wario in search of the prized—and stolen—Megavitamins that can cure the flu. Every step of the way, you'll meet new characters whom you must battle.



A LONG HOUSE CALL

The game begins at the start of flu season. The greedy Mad Scienstein has stolen Dr. Mario's Megavitamins, and Mario and Wario race against one another to recover the valuable pills.



IN THE WOODS

In addition to flu bugs, you'll have to deal with plain, ol' bugs, like Webber. When along comes the spider in Stage 3, Mario or Wario will have to outplay it to stay on the trail of the fleeing Mad Scienstein.



IN THE CLOUDS

The difficulty level determines how many viruses infect each stage. In Stage 6, you'll take to the sky to cure the area of 24 viruses (Easy), 36 viruses (Normal) or 60 viruses (Hard).



FINDING THE CURE

In Stage 7 on Normal and Hard, you'll play a four-player match against Wario (or Mario), Mad Scienstein and his robot. Once you've defeated them, you'll head to Story Mode's final showdown—Stage 8 starring Rudy.

CALL THE DOCTOR

His role as a doctor certainly explains why he plays Mario Golf, but when did Mario find the time to become a physician? Find out in his medical history.

Oct. 1985



After debuting on the NES in Super Mario Bros., Mario realizes he should moonlight as a doctor since his insurance couldn't possibly cover him from all the hazards of the Mushroom Kingdom.

Aug. 1989



The first seeds of Dr. Mario (as well as almost every other puzzle game out there) are planted when Tetris debuts on Game Boy and takes the world like a contagious cold—minus the phlegm.

Oct. 1990



By adding target items to eliminate and colors to coordinate, Dr. Mario adds a unique spin to stack-'em-up puzzling. One year after Tetris, Dr. Mario makes his first house call on the NES.

COUGHING UP MORE TIPS

As the saying goes, you should feed a fever. In Dr. Mario 64's case, you should feed it Megavitamins. By mastering pill placement and color coordinating, you'll be able to play a healthy game of germ warfare.

THE PRACTICE

Before you can become a doctor, you should get plenty of experience interning with the various modes of play. The assorted setups will let you perfect your technique and help you gain your residency.



HOOKED ON CLASSIC

Play Classic Mode to work on your basic techniques. Since it doesn't pit you against another pill piler, you won't have to mess with falling garbage. Instead, you can devote your time to setting up combos.



HEAD-TO-HEAD

Test your basic skills and see how well you can deal out combos and deal with garbage in Vs. Computer Mode. Play on easy boards against fast and fierce competitors like Rudy to learn and try out efficient and effective techniques.



SCORING POINTS

Since the timed Score Attack rewards points for combos, you can measure how fast you can string together chains of matching colors by playing it. If you're raking in points, you're building good combos.

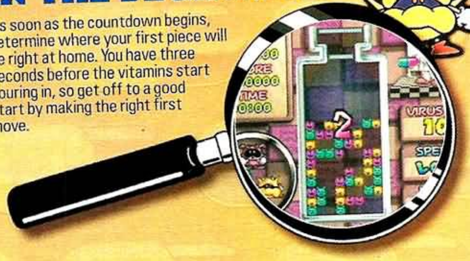


GO THE DISTANCE

Knowing how to clear a path is the key to Dr. Mario 64, and Marathon Mode can help you master your technique. Since the pills are constantly rising row by row, you must continually skim off the layers. Keep practicing until you can last several minutes.

IN THE BEGINNING

As soon as the countdown begins, determine where your first piece will be right at home. You have three seconds before the vitamins start pouring in, so get off to a good start by making the right first move.



WHAT LIES BENEATH



Don't just work from the top—remember to work from the bottom, too. If too many pills have piled on top of a virus, build from the bottom. When you get rid of the germ, the stack will fall a few notches, giving you more room to move.



HALF AND HALF

If there's an open slot, try rotating a matching vitamin into it. In the example, the red half will complete the highlighted stack, while the yellow half will fall to the yellows below. Always try to match both halves.



EMERGENCY! EMERGENCY!

Dec. 1990



Two months after Dr. Mario sets up practice on the NES, the plumber-turned-physician opens his office on Game Boy to treat players for their puzzle addiction.



Dec. 1994



Two puzzle greats combined in one Super NES Game Pak, Tetris and Dr. Mario give gamers a double dose of brain-busting fun for the price of one.

Apr. 2001

DR. MARIO 64®

For the first time in his medical career, Dr. Mario becomes a four-player game on N64.

A SECOND OPINION... AND A THIRD AND A FOURTH!

A great medical breakthrough, Dr. Mario 64's Multiplayer Mode is the perfect place to practice your skills. Whether you're playing a battle royal or a two-on-two Team Battle, the garbage sent from combos will change everyone's strategies in a moment's notice. Be the one who's sending the garbage—not receiving it—by mastering the following combo techniques.

VERTICAL LIMIT

Don't just think horizontally—think vertically, too. In the example, a wise move would be to stand the vitamin up so that the red is on the bottom. When it lands on the red stack, the yellow half will fall to the yellow stack below and complete another match.



THE LAST GERMS

When you're down to only a few viruses, forget about getting fancy and matching up colors. Since you won't have to worry about mismatched pills burying everything, you can be sloppy. Concentrate on speed instead of organization.

INTO THE GAP

Always be on the lookout to bridge gaps between like-colored pieces. The natural thing to do is to stack pieces on top of others, but if you find a space to fill, you may be able to eliminate multiple viruses in a single move.



SPIN DOCTOR

The A Button rotates the falling vitamin clockwise, while B rotates it counterclockwise. Familiarize yourself with the A and B functions so you can spin your pill into position before it lands. Lining pieces up correctly will help you position combos.

CLIMBING UP

If garbage has piled on top of a virus, approach it from below by building a ladder to it. Use vitamins of any color to create your tower, and leave just enough space to link four matching colors in a row to attack the germ's underside.



PILLS AND HILLS

If things have piled up into an emergency situation, burrow your way down one side of the mess and hollow out the pile. Don't bother clearing out the entire top half—just create the routes you need to reach the viruses.

SIMPLE COMBO

The easiest way to score a combo is by placing a two-tone pill on top of two matching viruses. By placing three identical vitamins on top of them, you'll wipe out two viruses with minimal pills.



ROCK BOTTOM

If there's no room to stack vitamins on top of a virus, stand the pills on end and place them side by side until you've created a row of matching colors. The technique works best at the bottom of your bottle since you won't have to worry about the color of the pills' top halves or where they'll fall.



PERFECT FIT

When placing a vitamin vertically, always bear in mind the color of its upper half. Use it to your advantage so that it falls and completes a combo.

SPECIAL THERAPY

In Multiplayer and Vs. Computer, you can vary the virus number and vitamin speed from player to player. Experiment with different settings to put yourself at a disadvantage so you can test your combo-building skills.

CONTINUING EDUCATION

For more practice, play Classic Mode and leave one virus untouched so the stage never ends. Using the vitamins that continue to fall, place them in different arrangements to work out elaborate combo setups.



DIAGNOSIS: FUN!

More exacting than Tetris and a tad more laid-back than Tetris Attack and Pokémon Puzzle League, Dr. Mario 64 is the wonder cure for puzzle fans who want feverish action and four-player thrills. Tetris has never gone out of style, and neither will Dr. Mario 64. The doctor is in.



Patrick,
Wal-Mart
Customer
AT LAST,
A WORLD YOU CONTROL.
It's the world of Nintendo. And you can get there by heading to Wal-Mart, where all the latest Nintendo games and accessories are available at Every Day Low Prices. Hey, this is your world. Get ready to rule.
Nintendo®
WAL★MART®
ALWAYS LOW PRICES.
Always®
Walmart.com © 2001 WAL-MART



EVERYONE E CONTENT RATED BY ESRB







Our second go-around with Pokémon Stadium 2's tough Trainers sent us straight to the Pokémon Academy for some serious studying. The battles are harder than ever in Pokémon Stadium 2, and you'll have a better chance of winning if you take a break from battling to study instead.

EARL'S POKéMON ACADEMY



In Pokémon Stadium 2, you'll have the chance to enter the Academy and take Earl's enlightening classes, which cover everything from Move Combos to the Weather. Be sure to check out the Library—it's an amazing Pokémon reference. Gold and Silver info won't be in the Library until you've taken and passed all of Earl's classes, lectures and skill tests.

Lectures



Sit in on Earl's lectures. You'll learn many interesting facts about moves, items, combos, Eggs and more. Earl quizzes you after each lecture.

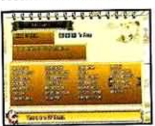
Test Your Wisdom and Skill





After you've completed all the lectures, you'll take a long quiz. If you pass it, you'll be able to take the Skill Test, which tests your knowledge in battle.

Items and Pokémon





The Library has info on every known item and Pokémon. Look up each Pokémon to see its evolutionary chain, what moves it can learn and more.

Moves



You can check the Library for info on every move, including which Pokémon can learn the move and how each Pokémon learns it.

Type Matchups



The Library also has the most complete Type Matchup chart ever produced—it even allows you to see matchups for dual-types.

Egg Groups



If you're having trouble breeding Pokémon, check the Egg Groups section to figure out which Pokémon can produce Eggs together.

RAISING POKéMON

The best way to tackle the battles in Pokémon Stadium 2 is to use your own raised Pokémon. We've put together a few tips to get you started.

RAISING POKéMON FOR THE GYM LEADER CASTLE

Check the Competition



Look carefully at your opponents' teams. They're typically related thematically by type, attacks or combos or a mixture of the three. When you understand your opponent's strategy, you can counter it with your own Pokémon and attacks.

Don't Share Weaknesses



Don't create a team of only one type to counter the Gym members' teams of mostly one type. Many of the members are prepared for that strategy from you and have equipped their Pokémon with attacks your Pokémon will be weak against.



Watch Your Levels



Make sure your Pokémon are near the same level and at least at level 50. The castle battlers' Pokémon will be at level 50 unless your Pokémon are at a higher level. In that case, your opponents' Pokémon will be at the same level as your highest-level Pokémon.

One Is Enough



You don't need to double-up on similar moves, even in the Gym Leader Castle. Two or more moves that have similar effects, like Surf, Hydro Pump and Waterfall, aren't really necessary. Choose one that is reliable and powerful and leave the others out.

GENERAL POKéMON TIPS

Remember Your Limits



Remember that even if your Pokémon has moves (that match its type) that the opponent is weak against, it doesn't mean that your Pokémon will automatically also have a resistance to the opposing Pokémon's attacks.

Resistance is Good

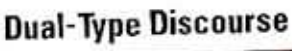


Sometimes it's good to use a Pokémon whose types are resistant to the opposing Pokémon's attacks. For example, you might want to use a Flying-type when facing lots of Ground-types—as long as they don't have any Rock-type moves!





Dual-Type Discourse





Dual-type Pokémon can be an enormous help in many battles, but be careful. Depending on the opponent, they may have double the strength or double the weakness. Always think about both of a Pokémon's types before using it.

Make Your Move



Raise Pokémon whose moves work with their strengths and cover their weaknesses. If you're raising an Alakazam, for instance, give it Psychic, which takes advantage of its high Special attack, and Reflect, which covers for its low defense.

GYM LEADER CASTLE

The most frustrating things about the Gym Leader Castle are that you can't earn continues for perfect games and if you lose a match at any time in a Gym, you have to start over from the beginning of that Gym. That's rough. Many of the Trainers in the Gym have a Pokémon preference of some sort you can use against them in battle.



POKéMON STAT CHART

We're recommending one good Rental Pokémon to use against each of the opponent's Pokémon, and we've included the attacks to use, too.



VIOLET GYM

The members of the Violet Gym are pretty straightforward—they love Flying-type Pokémon. If you counter them with your own Ice-, Rock- and Electric-types, you'll do very well in this Gym.

RECOMMENDED RENTAL TEAM FOR VIOLET GYM

#82 MAGNETON — ELECTRIC / STEEL

LEV. 50	HP 131
THUNDER	ELC
SWIFT	NRM
FLASH	NRM
THUNDER WAVE	ELC

#124 JYNX — ICE / PSYCHIC

LEV. 50	HP 146
ICE PUNCH	ICE
CONFUSION	PSY
LICK	GHO
MEAN LOOK	NRM

#125 ELECTABUZZ — ELECTRIC

LEV. 50	HP 146
THUNDERPUNCH	ELC
SWIFT	NRM
LIGHT SCREEN	PSY
LEER	NRM

#142 AERODACTYL — ROCK / FLYING

LEV. 50	HP 158
ANCIENT POWER	RCK
BITE	DRK
CURSE	???
SUPERSONIC	NRM

#227 SKARMORY — STEEL / FLYING

LEV. 50	HP 146
STEEL WING	STL
FLY	FLY
FURY ATTACK	NRM
AGILITY	PSY

#247 PUPITAR — ROCK / GROUND

LEV. 50	HP 155
ROCK SLIDE	RCK
DIG	GRD
HYPER BEAM	NRM
SCREECH	NRM

BATTLE 1 - BIRD KEEPER MATT

#16 PIDGASH — NORMAL / FLYING

LEV. 50	HP 125
FLY	FLY
AGILITY	PSY
QUICK ATTACK	NRM
SWIFT	NRM
BERRY	
#124 JYNX	
ICE PUNCH	ICE

#163 HOOTASH — NORMAL / FLYING

LEV. 50	HP 145
PECK	FLY
FORESIGHT	NRM
CONFUSION	PSY
FLASH	NRM
PSNCUREBERRY	
#124 JYNX	
ICE PUNCH	ICE

#21 SPEARASH — NORMAL / FLYING

LEV. 50	HP 125
FLY	FLY
AGILITY	PSY
FURY ATTACK	NRM
MIRROR MOVE	FLY
ICE BERRY	
#124 JYNX	
ICE PUNCH	ICE

#177 NUTASH — PSYCHIC / FLYING

LEV. 50	HP 125
PECK	FLY
LEER	NRM
ENDURE	NRM
FLASH	NRM
MINT BERRY	
#124 JYNX	
ICE PUNCH	ICE

#84 DODUASH — NORMAL / FLYING

LEV. 50	HP 120
PECK	FLY
AGILITY	PSY
FURY ATTACK	NRM
TRI ATTACK	NRM
BITTER BERRY	
#124 JYNX	
ICE PUNCH	ICE

#17 PIDGEOASH — NORMAL / FLYING

LEV. 50	HP 148
GUST	FLY
AGILITY	PSY
QUICK ATTACK	NRM
SWIFT	NRM
PRZCUREBERRY	
#124 JYNX	
ICE PUNCH	ICE

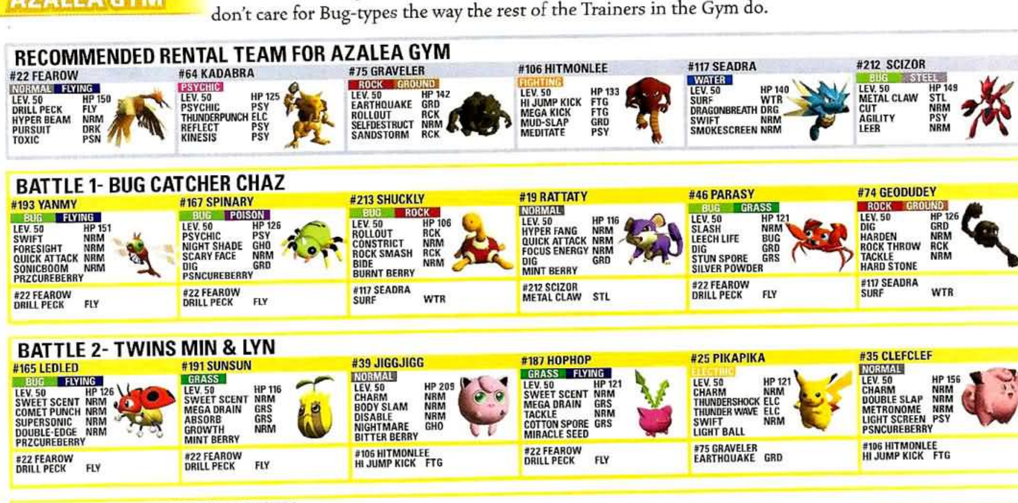
BATTLE 2- GYM LEADER FALKNER



Pokémon	Type	Level	HP	Moves	Item	Counter
#18 PIDGEOT	NORMAL / FLYING	LEV. 50	HP 167	FLY FLY; MUD-SLAP GRD; QUICK ATTACK NRM; WHIRLWIND NRM	PRZCUREBERRY	#142 AERODACTYL ANCIENTPOWER RCK
#83 FARFETCH'D	NORMAL / FLYING	LEV. 50	HP 136	FLY FLY; SLASH NRM; MUD-SLAP GRD; FALSE SWIPE NRM	STICK	#142 AERODACTYL ANCIENTPOWER RCK
#164 NOCTOWL	NORMAL / FLYING	LEV. 50	HP 192	FLY FLY; CONFUSION PSY; TAKE DOWN NRM; MUD-SLAP GRD	MINT BERRY	#142 AERODACTYL ANCIENTPOWER RCK
#225 DELIBIRD	ICE / FLYING	LEV. 50	HP 137	PRESENT FLY; MUD-SLAP GRD; HEADBUTT NRM; BLIZZARD ICE	BITTER BERRY	#142 AERODACTYL ANCIENTPOWER RCK
#22 FEAROW	NORMAL / FLYING	LEV. 50	HP 149	DRILL PECK FLY; MUD-SLAP GRD; MIRROR MOVE FLY; SWIFT NRM	SHARP BEAK	#142 AERODACTYL ANCIENTPOWER RCK
#176 TOGETIC	NORMAL / FLYING	LEV. 50	HP 139	FLY FLY; DOUBLE-EDGE NRM; PSYCHIC PSY; FIRE BLAST FIR	BURNT BERRY	#125 ELECTABUZZ THUNDERPUNCH ELC

AZALEA GYM

Fearow will make quick work out of many of the Azalea Gym's Pokémon. Watch out for Min and Lyn, who don't care for Bug-types the way the rest of the Trainers in the Gym do.



RECOMMENDED RENTAL TEAM FOR AZALEA GYM

Pokémon	Type	Level	HP	Moves
#22 FEAROW	NORMAL / FLYING	LEV. 50	HP 150	DRILL PECK FLY; HYPER BEAM NRM; PURSUIT DRK; TOXIC PSN
#64 KADABRA	PSYCHIC	LEV. 50	HP 125	PSYCHIC PSY; THUNDERPUNCH ELC; REFLECT PSY; KINESIS PSY
#75 GRAVELER	ROCK / GROUND	LEV. 50	HP 142	EARTHQUAKE GRD; ROLLOUT RCK; SELFDESTRUCT NRM; SANDSTORM RCK
#106 HITMONLEE	FIGHTING	LEV. 50	HP 133	HI JUMP KICK FTG; MEGA KICK FTG; MUD-SLAP GRD; MEDITATE PSY
#117 SEADRA	WATER	LEV. 50	HP 140	SURF WTR; DRAGONBREATH DRG; SWIFT NRM; SMOKESCREEN NRM
#212 SCIZOR	BUG / STEEL	LEV. 50	HP 149	METAL CLAW STL; CUT NRM; AGILITY PSY; LEER NRM

BATTLE 1- BUG CATCHER CHAZ

Pokémon	Type	Level	HP	Moves	Item	Counter
#193 YANMY	BUG / FLYING	LEV. 50	HP 151	SWIFT NRM; FORESIGHT NRM; QUICK ATTACK NRM; SONICBOOM NRM	PRZCUREBERRY	#22 FEAROW DRILL PECK FLY
#167 SPINARY	BUG / POISON	LEV. 50	HP 126	PSYCHIC PSY; NIGHT SHADE GHO; SCARY FACE NRM; DIG GRD	PSNCUREBERRY	#22 FEAROW DRILL PECK FLY
#213 SHUCKLY	BUG / ROCK	LEV. 50	HP 106	ROLLOUT RCK; CONSTRICT NRM; ROCK SMASH RCK; BIDE NRM	BURNT BERRY	#117 SEADRA SURF WTR
#19 RATTATY	NORMAL	LEV. 50	HP 116	HYPER FANG NRM; QUICK ATTACK NRM; FOCUS ENERGY NRM; DIG GRD	MINT BERRY	#212 SCIZOR METAL CLAW STL
#46 PARASY	BUG / GRASS	LEV. 50	HP 121	SLASH NRM; LEECH LIFE BUG; DIG GRD; STUN SPORE GRS	SILVER POWDER	#22 FEAROW DRILL PECK FLY
#74 GEODUDEY	ROCK / GROUND	LEV. 50	HP 126	DIG GRD; HARDEN NRM; ROCK THROW RCK; TACKLE NRM	HARD STONE	#117 SEADRA SURF WTR

BATTLE 2- TWINS MIN & LYN

Pokémon	Type	Level	HP	Moves	Item	Counter
#165 LEDLED	BUG / FLYING	LEV. 50	HP 126	SWEET SCENT NRM; COMET PUNCH NRM; SUPERSONIC NRM; DOUBLE-EDGE NRM	PRZCUREBERRY	#22 FEAROW DRILL PECK FLY
#191 SUNSUN	GRASS	LEV. 50	HP 116	SWEET SCENT NRM; MEGA DRAIN GRS; ABSORB GRS; GROWTH NRM	MINT BERRY	#22 FEAROW DRILL PECK FLY
#39 JIGGJIGG	NORMAL	LEV. 50	HP 209	CHARM NRM; BODY SLAM NRM; DISABLE NRM; NIGHTMARE GHO	BITTER BERRY	#106 HITMONLEE HI JUMP KICK FTG
#187 HOPHOP	GRASS / FLYING	LEV. 50	HP 121	SWEET SCENT NRM; MEGA DRAIN GRS; TACKLE NRM; COTTON SPORE GRS	MIRACLE SEED	#22 FEAROW DRILL PECK FLY
#25 PIKAPIKA	ELECTRIC	LEV. 50	HP 121	CHARM NRM; THUNDERSHOCK ELC; THUNDER WAVE ELC; SWIFT NRM	LIGHT BALL	#75 GRAVELER EARTHQUAKE GRD
#35 CLEFCLEF	NORMAL	LEV. 50	HP 156	CHARM NRM; DOUBLE SLAP NRM; METRONOME NRM; LIGHT SCREEN PSY	PSNCUREBERRY	#106 HITMONLEE HI JUMP KICK FTG

BATTLE 3- GYM LEADER BUGSY











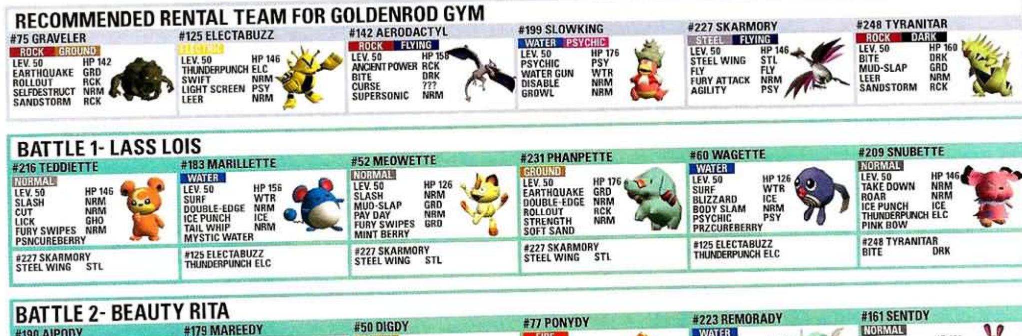




Pokémon	Type	Level	HP	Moves	Item	Counter
#123 SCYTHER	BUG / FLYING	LEV. 50	HP 167	FURY CUTTER BUG; WING ATTACK FLY; SLASH NRM; HYPER BEAM NRM	PRZCUREBERRY	#22 FEAROW DRILL PECK FLY
#12 BUTTERFREE	BUG / FLYING	LEV. 50	HP 152	PSYCHIC PSY; GIGA DRAIN GRS; GUST FLY; NIGHTMARE GHO	PSNCUREBERRY	#22 FEAROW DRILL PECK FLY
#15 BEEDRILL	BUG / POISON	LEV. 50	HP 149	TWINEEDLE BUG; POISON STING PSN; SLUDGE BOMB PSN; CUT NRM	MINT BERRY	#64 KADABRA PSYCHIC PSY
#70 WEEPINBELL	GRASS / POISON	LEV. 50	HP 157	RAZOR LEAF GRS; SLUDGE BOMB PSN; CUT NRM; WRAP NRM	BERRY	#64 KADABRA PSYCHIC PSY
#127 PINSIR	BUG	LEV. 50	HP 149	STRENGTH NRM; SUBMISSION FTG; BIND NRM; SEISMIC TOSS FTG	BITTER BERRY	#22 FEAROW DRILL PECK FLY
#247 PUPITAR	ROCK / GROUND	LEV. 50	HP 154	ROCK SLIDE RCK; EARTHQUAKE GRD; HEADBUTT NRM; SLEEP TALK NRM	ICE BERRY	#117 SEADRA SURF WTR

GOLDENROD GYM

Goldenrod's Trainers like to use strong Normal-types, but not exclusively, which makes it hard to pick the perfect team to use against them. Go with diversity for a clean win.



RECOMMENDED RENTAL TEAM FOR GOLDENROD GYM

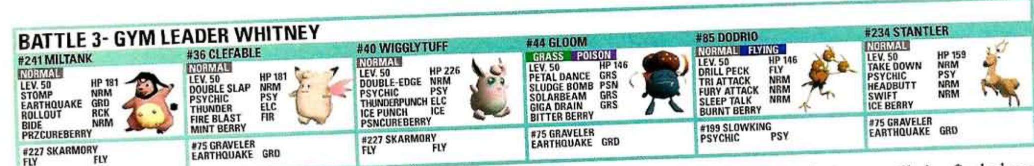
Pokémon	Type	Level	HP	Moves
#75 GRAVELER	ROCK / GROUND	LEV. 50	HP 142	EARTHQUAKE GRD; ROLLOUT RCK; SELFDESTRUCT NRM; SANDSTORM RCK
#125 ELECTABUZZ	ELECTRIC	LEV. 50	HP 146	THUNDERPUNCH ELC; SWIFT NRM; LIGHT SCREEN PSY; LEER NRM
#142 AERODACTYL	ROCK / FLYING	LEV. 50	HP 158	ANCIENTPOWER RCK; BITE DRK; CURSE ???; SUPERSONIC NRM
#199 SLOWKING	WATER / PSYCHIC	LEV. 50	HP 176	PSYCHIC PSY; WATER GUN WTR; DISABLE NRM; GROWL NRM
#227 SKARMORY	STEEL / FLYING	LEV. 50	HP 146	STEEL WING STL; FLY FLY; FURY ATTACK NRM; AGILITY PSY
#248 TYRANITAR	ROCK / DARK	LEV. 50	HP 160	BITE DRK; MUD-SLAP GRD; LEER NRM; SANDSTORM RCK

BATTLE 1- LASS LOIS

Pokémon	Type	Level	HP	Moves	Item	Counter
#216 TEDDIETTE	NORMAL	LEV. 50	HP 146	SLASH NRM; CUT NRM; LICK GHO; FURY SWIPES NRM	PSNCUREBERRY	#227 SKARMORY STEEL WING STL
#183 MARILLETTE	WATER	LEV. 50	HP 156	SURF WTR; DOUBLE-EDGE NRM; ICE PUNCH ICE; TAIL WHIP NRM	MYSTIC WATER	#125 ELECTABUZZ THUNDERPUNCH ELC
#52 MEOWETTE	NORMAL	LEV. 50	HP 126	SLASH NRM; MUD-SLAP GRD; PAY DAY NRM; FURY SWIPES GRD	MINT BERRY	#227 SKARMORY STEEL WING STL
#231 PHANPETTE	GROUND	LEV. 50	HP 176	EARTHQUAKE GRD; DOUBLE-EDGE NRM; ROLLOUT RCK; STRENGTH NRM	SOFT SAND	#227 SKARMORY STEEL WING STL
#60 WAGETTE	WATER	LEV. 50	HP 126	SURF WTR; BLIZZARD ICE; BODY SLAM NRM; PSYCHIC PSY	PRZCUREBERRY	#125 ELECTABUZZ THUNDERPUNCH ELC
#209 SNUBETTE	NORMAL	LEV. 50	HP 146	TAKE DOWN NRM; ROAR NRM; ICE PUNCH ICE; THUNDERPUNCH ELC	PINK BOW	#248 TYRANITAR BITE DRK

BATTLE 2- BEAUTY RITA

Pokémon	Type	Level	HP	Moves	Item	Counter
#190 AIPODY	NORMAL	LEV. 50	HP 141	ATTRACT NRM; SWIFT NRM; AGILITY PSY; FURY SWIPES NRM	MINT BERRY	#227 SKARMORY STEEL WING STL
#179 MAREEDY	ELECTRIC	LEV. 50	HP 141	ATTRACT NRM; THUNDERSHOCK ELC; TACKLE NRM; LIGHT SCREEN PSY	MAGNET	#75 GRAVELER EARTHQUAKE GRD
#50 DIGDY	GROUND	LEV. 50	HP 96	ATTRACT NRM; MAGNITUDE GRD; GROWL NRM; SLASH NRM	PRZCUREBERRY	#227 SKARMORY STEEL WING STL
#77 PONYDY	FIRE	LEV. 50	HP 136	ATTRACT NRM; EMBER FIR; STOMP NRM; AGILITY PSY	CHARCOAL	#75 GRAVELER EARTHQUAKE GRD
#223 REMORADY	WATER	LEV. 50	HP 121	ATTRACT NRM; PSYBEAM PSY; AURORA BEAM ICE; BUBBLEBEAM WTR	BERRY	#199 SLOWKING PSYCHIC PSY
#161 SENTDY	NORMAL	LEV. 50	HP 121	ATTRACT NRM; SLAM NRM; QUICK ATTACK NRM; AMNESIA PSY	BITTER BERRY	#75 GRAVELER EARTHQUAKE GRD



BATTLE 3- GYM LEADER WHITNEY

Pokémon	Type	Lev.	HP	Moves	Item	Counter
#241 MILTANK	NORMAL	50	181	STOMP NRM EARTHQUAKE GRD ROLLOUT RCK BIDE NRM	PRZCUREBERRY	#227 SKARMORY FLY FLY
#36 CLEFABLE	NORMAL	50	181	DOUBLE SLAP NRM PSYCHIC PSY THUNDER ELC FIRE BLAST FIR	MINT BERRY	#75 GRAVELER EARTHQUAKE GRD
#40 WIGGLYTUFF	NORMAL	50	226	DOUBLE-EDGE NRM PSYCHIC PSY THUNDERPUNCH ELC ICE PUNCH ICE	PSNCUREBERRY	#227 SKARMORY FLY FLY
#44 GLOOM	GRASS POISON	50	146	PETAL DANCE GRS SLUDGE BOMB PSN SOLARBEAM GRS GIGA DRAIN GRS	BITTER BERRY	#75 GRAVELER EARTHQUAKE GRD
#85 DODRIO	NORMAL FLYING	50	146	DRILL PECK FLY TRI ATTACK NRM FURY ATTACK NRM SLEEP TALK NRM	BURNT BERRY	#199 SLOWKING PSYCHIC PSY
#234 STANTLER	NORMAL	50	159	TAKE DOWN NRM PSYCHIC PSY HEADBUTT NRM SWIFT NRM	ICE BERRY	#75 GRAVELER EARTHQUAKE GRD

ECRUTEAK GYM

While you will find plenty of Ghost- and Poison-types within Ecruteak Gym, you'll also find plenty of other types to battle. Once again, a diverse team is your best bet.

RECOMMENDED RENTAL TEAM FOR ECRUTEAK GYM

Pokémon	Type	Lev.	HP	Moves
#6 CHARIZARD	FIRE FLYING	50	156	FIRE PUNCH FIR WING ATTACK FLY GROWL NRM SCARY FACE NRM
#64 KADABRA	PSYCHIC	50	125	PSYCHIC PSY THUNDERPUNCH ELC REFLECT PSY KINESIS PSY
#117 SEADRA	WATER	50	140	SURF WTR DRAGONBREATH DRG SWIFT NRM SMOKESCREEN NRM
#125 ELECTABUZZ	ELECTRIC	50	146	THUNDERPUNCH ELC SWIFT NRM LIGHT SCREEN PSY LEER NRM
#197 UMBREON	DARK	50	173	FAINT ATTACK DRK QUICK ATTACK NRM SAND-ATTACK GRD MEAN LOOK NRM
#227 SKARMORY	STEEL FLYING	50	146	STEEL WING STL FLY FLY FURY ATTACK NRM AGILITY PSY

BATTLE 1- MEDIUM HOLLY

Pokémon	Type	Lev.	HP	Moves	Item	Counter
#69 SPROUTIUM	GRASS POISON	50	137	VINE WHIP GRS GROWTH NRM CUT NRM ACID PSN	BERRY	#64 KADABRA PSYCHIC PSY
#163 HOOTIUM	NORMAL FLYING	50	147	CONFUSION PSY FORESIGHT NRM GROWL NRM PECK FLY	PSNCUREBERRY	#125 ELECTABUZZ THUNDERPUNCH ELC
#166 LEDIUM	BUG FLYING	50	142	COMET PUNCH NRM SAFEGUARD NRM REFLECT PSY LIGHT SCREEN PSY	BURNT BERRY	#227 SKARMORY FLY FLY
#132 DITTIUM	NORMAL	50	145	TRANSFORM NRM	METAL POWDER	#227 SKARMORY-#125 ELECTABUZZ THUNDERPUNCH ELC
#30 RINAIUM	POISON	50	157	TACKLE NRM DOUBLE KICK FTG FURY SWIPES NRM POISON STING PSN	POISON BARB	#64 KADABRA PSYCHIC PSY
#201 OWNIUM	PSYCHIC	50	143	HIDDEN POWER NRM	PRZCUREBERRY	#125 ELECTABUZZ THUNDERPUNCH ELC

BATTLE 2- SAGE TY

Pokémon	Type	Lev.	HP	Moves	Item	Counter
#41 ZUBAGE	POISON FLYING	50	127	TOXIC PSN MEAN LOOK NRM WING ATTACK FLY LEECH LIFE BUG	BURNT BERRY	#64 KADABRA PSYCHIC PSY
#238 SMOOCHAGE	ICE PSYCHIC	50	132	PERISH SONG NRM MEAN LOOK NRM LICK GHO BLIZZARD ICE	PRZCUREBERRY	#6 CHARIZARD FIRE PUNCH FIR
#92 GASTAGE	GHOST POISON	50	117	CURSE ??? MEAN LOOK NRM SPITE GHO LICK GHO	BERRY	#64 KADABRA PSYCHIC PSY
#42 GOLAGE	POISON FLYING	50	162	TOXIC PSN MEAN LOOK NRM WING ATTACK FLY SWIFT NRM	MINT BERRY	#64 KADABRA PSYCHIC PSY
#200 MISDREAGE	GHOST	50	147	PERISH SONG NRM MEAN LOOK NRM SPITE GHO PSYBEAM PSY	PSNCUREBERRY	#197 UMBREON FAINT ATTACK DRK
#93 HAUNTAGE	GHOST POISON	50	132	CURSE ??? MEAN LOOK NRM SPITE GHO NIGHT SHADE GHO	BITTER BERRY	#64 KADABRA PSYCHIC PSY

BATTLE 3- GYM LEADER MORTY

Pokémon	Type	Lev.	HP	Moves	Item	Counter
#94 GENGAR	GHOST POISON	50	155	SHADOW BALL GHO PSYCHIC PSY NIGHT SHADE GHO FIRE PUNCH FIR	BITTER BERRY	#197 UMBREON FAINT ATTACK DRK
#168 ARIADOS	BUG POISON	50	157	SLUDGE BOMB PSN PSYCHIC PSY DIG GRD NIGHT SHADE GHO	BURNT BERRY	#64 KADABRA PSYCHIC PSY
#185 SUDOWOODO	ROCK	50	157	ROCK SLIDE RCK LOW KICK FTG STRENGTH NRM EARTHQUAKE GRD	BERRY	#117 SEADRA SURF WTR
#105 MAROWAK	GROUND	50	147	BONEMERANG GRD BONE CLUB GRD HEADBUTT NRM IRON TAIL STL	MINT BERRY	#117 SEADRA SURF WTR
#203 GIRAFARIG	NORMAL PSYCHIC	50	157	PSYBEAM PSY SWIFT NRM THUNDER ELC NIGHTMARE GHO	PRZCUREBERRY	#197 UMBREON FAINT ATTACK DRK
#164 NOCTOWL	NORMAL FLYING	50	187	FLY FLY CONFUSION PSY TAKE DOWN NRM FORESIGHT NRM	PSNCUREBERRY	#64 KADABRA PSYCHIC PSY

CIANWOOD GYM

Cianwood Gym is home to some real brawlers, but the true danger comes from their attacks, including the one-hit KO moves Horn Drill and Fissure and the confusion-inducing Dynamicpunch.



RECOMMENDED RENTAL TEAM FOR CIANWOOD GYM

Pokémon	Type	Lev.	HP	Moves
#3 VENUSAUR	GRASS POISON	50	158	GIGA DRAIN GRS TACKLE NRM POISONPOWDER PSN GROWL NRM
#42 GOLBAT	POISON FLYING	50	156	WING ATTACK FLY BITE DRK STEEL WING STL HAZE ICE
#64 KADABRA	PSYCHIC	50	125	PSYCHIC PSY THUNDERPUNCH ELC REFLECT PSY KINESIS PSY
#123 SCYTHER	BUG FLYING	50	149	WING ATTACK FLY PURSUIT DRK SWIFT NRM FOCUS ENERGY NRM
#199 SLOWKING	WATER PSYCHIC	50	176	PSYCHIC PSY WATER GUN WTR DISABLE NRM GROWL NRM
#227 SKARMORY	STEEL FLYING	50	146	STEEL WING STL FLY FLY FURY ATTACK NRM AGILITY PSY

One-Hit KO



Horn Drill doesn't always hit, but when it does, it's a one-hit knockout. It's unlikely that your entire team will fall to such a move, but it could happen. Just try again.

Confusion

Dynamicpunch has a nasty side effect—it confuses Pokémon. Give at least one of your battlers a Bitter Berry and wait out the other bouts of confusion.





BATTLE 1- BLACKBELT NICK

Pokémon	Type	Lev.	HP	Moves	Item	Counter
#237 MONTOP	FIGHTING	50	142	TRIPLE KICK FTG RAPID SPIN NRM DIG GRD COUNTER FTG	BLACK BELT	#199 SLOWKING PSYCHIC PSY
#33 RINO	POISON	50	153	HORN DRILL NRM POISON STING PSN FURY ATTACK NRM HORN ATTACK NRM	PRZCUREBERRY	#64 KADABRA PSYCHIC PSY
#51 TRIO	GROUND	50	127	FISSURE GRD SCRATCH NRM ROCK SMASH RCK MAGNITUDE GRD	ICE BERRY	#3 VENUSAUR GIGA DRAIN GRS
#106 MONLEE	FIGHTING	50	142	JUMP KICK FTG MEGA KICK FTG ROLLING KICK FTG FORESIGHT NRM	MINT BERRY	#199 SLOWKING PSYCHIC PSY
#119 SEAK	WATER	50	172	HORN DRILL NRM WATERFALL WTR ENDURE NRM FLAIL NRM	BITTER BERRY	#3 VENUSAUR GIGA DRAIN GRS
#111 HORN	GROUND ROCK	50	172	HORN DRILL NRM FURY ATTACK NRM DIG GRD HEADBUTT NRM	BURNT BERRY	#3 VENUSAUR GIGA DRAIN GRS

BATTLE 2- GYM LEADER CHUCK

#62 POLIWRATH	#210 GRANBULL	#67 MACHOKE	#107 HITMONCHAN	#28 SANDSLASH	#57 PRIMEAPE
WATER FIGHTING	NORMAL	FIGHTING	FIGHTING	GROUND	FIGHTING
LEV. 50 HP 187	LEV. 50 HP 179	LEV. 50 HP 169	LEV. 50 HP 139	LEV. 50 HP 164	LEV. 50 HP 154
DYNAMICPUNCH FTG	DYNAMICPUNCH FTG	DYNAMICPUNCH FTG	DYNAMICPUNCH FTG	DYNAMICPUNCH FTG	DYNAMICPUNCH FTG
HYDRO PUMP WTR	STRENGTH NRM	VITAL THROW FTG	MACH PUNCH FTG	DIG GRD	DIG GRD
EARTHQUAKE GRD	SHADOW BALL GHO	EARTHQUAKE GRD	MEGA PUNCH FTG	SLASH NRM	HEADBUTT NRM
PSYCHIC PSY	ROAR NRM	SEISMIC TOSS FTG	COMET PUNCH FTG	ROLLOUT RCK	SEISMIC TOSS FTG
FOCUS BAND	PRZCURE BERRY	ICE BERRY	PSNCUREBERRY	MINT BERRY	BITTER BERRY
#123 SCYTHER WING ATTACK FLY	#227 SKARMORY FLY FLY	#42 GOLBAT WING ATTACK FLY	#123 SCYTHER WING ATTACK FLY	#227 SKARMORY FLY FLY	#42 GOLBAT WING ATTACK FLY

OLIVINE GYM

Olivine has a single Trainer—Gym Leader Jasmine. She'll test your patience with her tendency to switch out Pokémon. Watch her switching and switch your own Pokémon. Most of her team is as strong as steel.

RECOMMENDED RENTAL TEAM FOR OLIVINE GYM

#6 CHARIZARD	#80 SLOWBRO	#125 ELECTABUZZ	#MAGMAR	#180 FLAAFFY	#195 QUAGSIRE
FIRE FLYING	WATER PSYCHIC	ELECTRIC	FIRE	ELECTRIC	WATER GROUND
LEV. 50 HP 156	LEV. 50 HP 157	LEV. 50 HP 146	LEV. 50 HP 146	LEV. 50 HP 157	LEV. 50 HP 180
FIRE PUNCH FIR	SURF WTR	THUNDERPUNCH ELC	FIRE PUNCH FIR	THUNDERPUNCH ELC	SURF WTR
WING ATTACK FLY	CONFUSION PSY	SWIFT NRM	SMOG PSN	FIRE PUNCH FIR	DIG GRD
GROWL NRM	DISABLE NRM	LIGHT SCREEN PSY	SMOKESCREEN NRM	COTTON SPORE GRS	SLAM NRM
SCARY FACE NRM	GROWL NRM	LEER NRM	CONFUSE RAY GHO	LIGHT SCREEN PSY	AMNESIA PSY

Bait and Switch



Gym Leader Jasmine won't keep a poorly matched Pokémon in a fight, and neither should you. Take a lesson from her book—sometimes it's better to switch out.

Fire Fight



All Steel-types are vulnerable to Fire-type attacks, but Forretress, with its dual Bug-and-Steel-type, is twice as vulnerable to Fire-type attacks like Fire Punch.







BATTLE 1 - GYM LEADER JASMINE

#208 STEELIX	#222 CORSOLA	#82 MAGNETON	#226 MANTINE	#227 SKARMORY	#205 FORRETRESS
STEEL GROUND	WATER ROCK	ELECTRIC STEEL	WATER FLYING	STEEL FLYING	BUG STEEL
LEV. 50 HP 171	LEV. 50 HP 143	LEV. 50 HP 138	LEV. 50 HP 153	LEV. 50 HP 153	LEV. 50 HP 163
IRON TAIL STL	BUBBLEBEAM WTR	THUNDERSHOCK ELC	SURF WTR	STEEL WING STL	DOUBLE-EDGE NRM
EARTHQUAKE GRD	ANCIENT POWER RCK	SWIFT NRM	WING ATTACK FLY	FLY FLY	ROLLOUT RCK
ROCK THROW RCK	SPIKE CANNON NRM	THUNDER ELC	TAKE DOWN NRM	SWIFT NRM	GIGA DRAIN GRS
STRENGTH NRM	PSYCHIC PSY	SONICBOOM NRM	SLEEP TALK NRM	FURY ATTACK NRM	RAPID SPIN NRM
SCOPE LENS	BITTER BERRY	MINT BERRY	PRZCUREBERRY	METAL COAT	PSNCUREBERRY
#195 QUAGSIRE SURF WTR	#125 ELECTABUZZ THUNDERPUNCH ELC	#126 MAGMAR FIRE PUNCH FIR	#125 ELECTABUZZ THUNDERPUNCH ELC	#125 ELECTABUZZ THUNDERPUNCH ELC	#126 MAGMAR FIRE PUNCH FIR

TEAM ROCKET

Team Rocket's blasting off at the speed of light—right into your way. Battle the pesky nogoodniks with hard-hitting moves like Earthquake and Vital Throw.

RECOMMENDED RENTAL TEAM FOR TEAM ROCKET

#64 KADABRA	#67 MACHOKE	#75 GRAVELER	#94 GENGAR	#142 AERODACTYL	#227 SKARMORY
PSYCHIC	FIGHTING	ROCK GROUND	GHOST POISON	ROCK FLYING	STEEL FLYING
LEV. 50 HP 125	LEV. 50 HP 165	LEV. 50 HP 142	LEV. 50 HP 139	LEV. 50 HP 142	LEV. 50 HP 146
PSYCHIC PSY	VITAL THROW FTG	EARTHQUAKE GRD	NIGHT SHADE GHO	ANCIENT POWER RCK	STEEL WING STL
THUNDERPUNCH ELC	STRENGTH NRM	ROLLOUT RCK	THIEF DRK	BITE DRK	FLY FLY
REFLECT PSY	DIG GRD	SELFDESTRUCT NRM	NIGHTMARE GHO	CURSE ???	FURY ATTACK NRM
KINESIS PSY	FORESIGHT NRM	SANDSTORM RCK	HYPNOSIS PSY	SUPERSONIC NRM	AGILITY PSY



Explosive Info



The first Rocket Grunt is fond of Explosion. Remember that Ghost-types like Gengar are immune to Explosion. Grunt can't use Explosion three times in a row.

Steel Yourself



Skarmory's Steel Wing attack isn't incredibly powerful, but it is super-effective against Rock-type opponents, and it will do well against other types, too.

Earthquakin'



Team Rocket has many Poison-type Pokémon, which are are very weak against Ground-type attacks like Earthquake. Psychic-type attacks also work well.

Ancient and Powerful



Aerodactyl's Ancient Power works wonders on Flying-types like Golbat. Try using Curse to raise Aerodactyl's attack and defense before attacking your opponent.



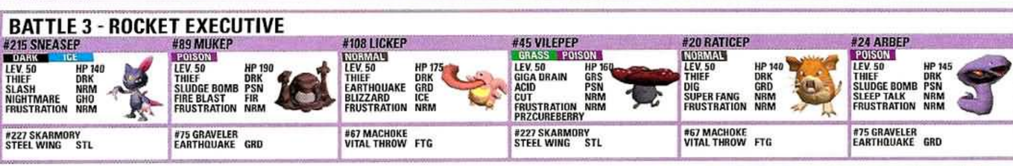
BATTLE 1 - ROCKET GRUNT

#74 GEOACTI	#109 KOFFACTI	#204 PINEACTI	#75 GRAVELACTI	#8110 WEEZACTI	#101 ELECTRACTI
ROCK GROUND	POISON	BUG	ROCK GROUND	POISON	ELECTRIC
LEV. 50 HP 127	LEV. 50 HP 135	LEV. 50 HP 137	LEV. 50 HP 142	LEV. 50 HP 160	LEV. 50 HP 147
EARTHQUAKE GRD	SLUDGE PSN	DOUBLE-EDGE NRM	MAGNITUDE GRD	SLUDGE PSN	THUNDER ELC
ROCK THROW RCK	ZAP CANNON ELC	GIGA DRAIN GRS	ROCK THROW RCK	ZAP CANNON ELC	SWIFT NRM
STRENGTH NRM	SMOG PSN	RAPID SPIN NRM	STRENGTH NRM	POISON GAS PSN	SONICBOOM NRM
EXPLOSION NRM	EXPLOSION NRM	EXPLOSION NRM	EXPLOSION NRM	EXPLOSION NRM	EXPLOSION NRM
PSNCUREBERRY	BURNT BERRY	ICE BERRY	MINT BERRY	PRZCUREBERRY	BITTER BERRY
#227 SKARMORY STEEL WING STL	#75 GRAVELER EARTHQUAKE GRD	#227 SKARMORY FLY FLY	#227 SKARMORY STEEL WING STL	#75 GRAVELER EARTHQUAKE GRD	#75 GRAVELER EARTHQUAKE GRD



BATTLE 2 - ROCKET GRUNT

#198 MURKNOI	#96 DROWZNOI	#167 SPINARNOI	#206 DUNSPARNOI	#41 ZUBANOI	#228 DOURNOI
DARK FLYING	PSYCHIC	BUG POISON	NORMAL	POISON FLYING	DARK FIRE
LEV. 50 HP 147 TOXIC PSN DETECT FTG PURSUIT DRK FLY FLY BLACK GLASSES	LEV. 50 HP 147 TOXIC PSN PROTECT NRM CONFUSION PSY POUND NRM ICE BERRY	LEV. 50 HP 127 TOXIC PSN PROTECT NRM LEECH LIFE BUG CONSTRICT NRM PSNCUREBERRY	LEV. 50 HP 187 TOXIC PSN PROTECT NRM PURSUIT DRK DIG GRD BITTER BERRY	LEV. 50 HP 127 TOXIC PSN DETECT FTG LEECH LIFE BUG WING ATTACK FLY MINT BERRY	LEV. 50 HP 132 TOXIC PSN DETECT FTG BITE DRK EMBER FIR PRZCUREBERRY
#227 SKARMORY STEEL WING STL	#227 SKARMORY STEEL WING STL	#227 SKARMORY STEEL WING STL	#227 SKARMORY STEEL WING STL	#227 SKARMORY STEEL WING STL	#67 MACHOKE VITAL THROW FTG



BATTLE 3 - ROCKET EXECUTIVE

#215 SNEASEP	#89 MUKEP	#108 LICKEP	#45 VILEPEP	#20 RATICEP	#24 ARBEP
DARK ICE	POISON	NORMAL	GRASS POISON	NORMAL	POISON
LEV. 50 HP 140 THIEF DRK SLASH NRM NIGHTMARE GHO FRUSTRATION NRM	LEV. 50 HP 190 THIEF DRK SLUDGE BOMB PSN FIRE BLAST FIR FRUSTRATION NRM	LEV. 50 HP 175 THIEF DRK EARTHQUAKE GRD BLIZZARD ICE FRUSTRATION NRM	LEV. 50 HP 160 GIGA DRAIN GRS ACID PSN CUT NRM FRUSTRATION NRM PRZCUREBERRY	LEV. 50 HP 140 THIEF DRK DIG GRD SUPER FANG NRM FRUSTRATION NRM	LEV. 50 HP 145 THIEF DRK SLUDGE BOMB PSN SLEEP TALK NRM FRUSTRATION NRM
#227 SKARMORY STEEL WING STL	#75 GRAVELER EARTHQUAKE GRD	#67 MACHOKE VITAL THROW FTG	#227 SKARMORY STEEL WING STL	#67 MACHOKE VITAL THROW FTG	#75 GRAVELER EARTHQUAKE GRD



BATTLE 4 - ROCKET EXECUTIVE

#229 DOOMAP	#42 GOLBAP	#53 PERISAP	#200 MISDREAVAP	#71 VICTREAP	#202 WOBBUFFAP
DARK FIRE	POISON FLYING	NORMAL	GHOST	GRASS POISON	PSYCHIC
LEV. 50 HP 162 CRUNCH DRK SUNNY DAY FIR FLAMETHROWER FIR SOLARBEAM GRS SCOPE LENS	LEV. 50 HP 162 BITE DRK WING ATTACK FLY GIGA DRAIN GRS CONFUSE RAY GHO BURNT BERRY	LEV. 50 HP 152 SLASH NRM FAINT ATTACK DRK IRON TAIL STL THUNDER ELC PSNCUREBERRY	LEV. 50 HP 147 SHADOW BALL GHO PSYCHIC PSY CURSE ??? PAIN SPLIT NRM MINT BERRY	LEV. 50 HP 167 RAZOR LEAF GRS SLUDGE BOMB PSN SUNNY DAY FIR SOLARBEAM GRS PRZCUREBERRY	LEV. 50 HP 287 SAFEGUARD NRM COUNTER FTG MIRROR COAT PSY DESTINY BOND GHO BITTER BERRY
#75 GRAVELER EARTHQUAKE GRD	#142 AERODACTYL ANCIENT POWER RCK	#75 GRAVELER EARTHQUAKE GRD	#227 SKARMORY STEEL WING STL	#227 SKARMORY STEEL WING STL	#75 GRAVELER SANDSTORM RCK



MAHOGANY GYM

Within the chilly interior of Mahogany Gym lurk many Ice-type creatures. But don't load your team up with Fire-, Fighting- and Steel-types. You'll need a few others on your side, too.



RECOMMENDED RENTAL TEAM FOR MAHOGANY GYM

#28 SANDSLASH	#106 HITMONLEE	#125 ELECTABUZZ	#126 MAGMAR	#130 GYARADOS	#212 SCIZOR
GROUND	FIGHTING	ELECTRIC	FIRE	WATER FLYING	BUG STEEL
LEV. 50 HP 156 EARTHQUAKE GRD FURY-SWIPES NRM SAND-ATTACK GRD SANDSTORM RCK	LEV. 50 HP 133 HI JUMP KICK FTG MEGA KICK NRM MUD-SLAP GRD MEDITATE PSY	LEV. 50 HP 146 THUNDERPUNCH ELC SWIFT NRM LIGHT SCREEN PSY LEER NRM	LEV. 50 HP 158 FIRE PUNCH FIR SMOG PSN SMOKESCREEN NRM CONFUSE RAY GHO	LEV. 50 HP 173 WATERFALL WTR DRAGON RAGE DRG TWISTER DRG LEER NRM	LEV. 50 HP 149 METAL CLAW STL CUT NRM AGILITY PSY LEER NRM

Grounded



Normally, you wouldn't want your Ground-types anywhere near a Gym that specializes in Ice-types—but it's the best way to handle Flaaffy.

Revolving Door



Like Jasmine, Skier Carol has no problem switching her Pokémon if the matchup isn't perfect. Try to anticipate her switching, if possible.

Meditate

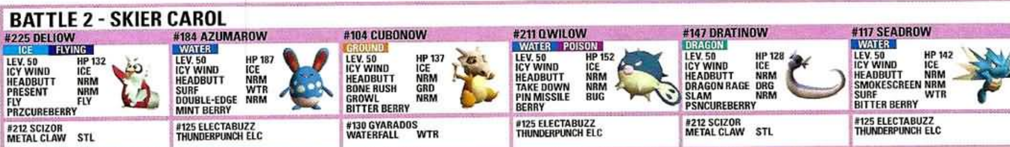


You won't have much time or power to waste when battling Hitmonlee against Ursaring, so Meditate to make your Hi Jump Kick more powerful.



BATTLE 1 - BOARDER ALVIN

#86 AIRSEEL	#220 AIRSWIN	#90 AIRSHELL	#238 AIRSMOOCH	#99 AIRKING	#180 AIRFLAAF
WATER	ICE GROUND	WATER	ICE PSYCHIC	WATER	ELECTRIC
LEV. 50 HP 152 AURORA BEAM ICE ENDURE NRM SAFEGUARD NRM SLEEP TALK NRM BERRY	LEV. 50 HP 137 POWDER SNOW ICE ENDURE NRM ROAR NRM MIST ICE PSNCUREBERRY	LEV. 50 HP 117 WHIRLPOOL WTR AURORA BEAM ICE ENDURE NRM WITHDRAW WTR BITTER BERRY	LEV. 50 HP 132 CONFUSION PSY POWDER SNOW ICE LICK GHO POUND NRM NEVERMELT ICE	LEV. 50 HP 142 CRABHAMMER WTR BLIZZARD ICE STOMP NRM VICEGRIP NRM KING'S ROCK	LEV. 50 HP 157 THUNDERPUNCH ELC TACKLE NRM IRON TAIL STL GROWL NRM MINT BERRY
#125 ELECTABUZZ THUNDERPUNCH ELC	#126 MAGMAR FIRE PUNCH FIR	#125 ELECTABUZZ THUNDERPUNCH ELC	#126 MAGMAR FIRE PUNCH FIR	#125 ELECTABUZZ THUNDERPUNCH ELC	#28 SANDSLASH EARTHQUAKE GRD



BATTLE 2 - SKIER CAROL

#225 DELIOW	#184 AZUMAROW	#104 CUBONOW	#211 QWILOW	#147 DRATINOW	#117 SEADROW
ICE FLYING	WATER	GROUND	WATER POISON	DRAGON	WATER
LEV. 50 HP 132 ICY WIND ICE HEADBUTT NRM PRESENT NRM FLY FLY PRZCUREBERRY	LEV. 50 HP 187 ICY WIND ICE HEADBUTT NRM SURF WTR DOUBLE-EDGE NRM MINT BERRY	LEV. 50 HP 137 ICY WIND ICE HEADBUTT NRM BONE RUSH GRD GROWL NRM BITTER BERRY	LEV. 50 HP 152 ICY WIND ICE HEADBUTT NRM TAKE DOWN NRM PIN MISSILE BUG BERRY	LEV. 50 HP 128 ICY WIND ICE HEADBUTT NRM DRAGON RAGE DRG SLAM NRM PSNCUREBERRY	LEV. 50 HP 142 ICY WIND ICE HEADBUTT NRM SMOKESCREEN NRM SURF WTR BITTER BERRY
#212 SCIZOR METAL CLAW STL	#125 ELECTABUZZ THUNDERPUNCH ELC	#130 GYARADOS WATERFALL WTR	#125 ELECTABUZZ THUNDERPUNCH ELC	#212 SCIZOR METAL CLAW STL	#125 ELECTABUZZ THUNDERPUNCH ELC



BATTLE 3 - GYM LEADER PRYCE

#221 PILOSWINE	#87 DEWGONG	#91 CLOYSTER	#217 URSARING	#232 DONPHAN	#124 JYNX
ICE GROUND	WATER ICE	WATER ICE	NORMAL	GROUND	ICE PSYCHIC
LEV. 50 HP 187 BLIZZARD ICE EARTHQUAKE GRD TAKE DOWN NRM SLEEP TALK NRM QUICK CLAW	LEV. 50 HP 177 SURF WTR ICE BEAM ICE TAKE DOWN NRM SAFEGUARD NRM MINT BERRY	LEV. 50 HP 137 ICE BEAM ICE SURF WTR SPIKE CANNON NRM SWIFT NRM PRZCUREBERRY	LEV. 50 HP 177 THRASH NRM DIG GRD FAINT ATTACK DRK THUNDERPUNCH ELC BITTER BERRY	LEV. 50 HP 177 DOUBLE-EDGE NRM EARTHQUAKE GRD ROLLOUT RCK SNORE NRM ICE BERRY	LEV. 50 HP 152 ICE PUNCH ICE PSYCHIC PSY SHADOW BALL GHO THRASH NRM MIRACLE BERRY
#130 GYARADOS WATERFALL WTR	#125 ELECTABUZZ THUNDERPUNCH ELC	#125 ELECTABUZZ THUNDERPUNCH ELC	#106 HITMONLEE MEDITATE PSY HI JUMP KICK FTG	#130 GYARADOS WATERFALL WTR	#106 HITMONLEE HI JUMP KICK FTG

BLACKTHORN GYM

Blackthorn Gym is the place where serious Dragon Trainers study—but the Trainers you'll face don't seem to realize that. Only Clair, the Gym Leader, has Dragon-types on her side.

RECOMMENDED RENTAL TEAM FOR BLACKTHORN GYM

#22 FEAROW	NORMAL FLYING	LEV. 50	HP 150	DRILL PECK FLY	HYPER BEAM NRM	PURSUIT DRK	TOXIC PSN
#28 SANDSLASH	GROUND	LEV. 50	HP 156	EARTHQUAKE GRD	FURY SWIPES NRM	SAND-ATTACK GRD	SANDSTORM RCK
#106 HITMONLEE	FIGHTING	LEV. 50	HP 133	HI JUMP KICK FTG	MEGA KICK NRM	MUD-SLAP GRD	MEDITATE PSY
#125 ELECTABUZZ	ELECTRIC	LEV. 50	HP 146	THUNDERPUNCH ELC	SWIFT NRM	LIGHT SCREEN PSY	LEER NRM
#222 CORSOLA	WATER ROCK	LEV. 50	HP 142	SURF WTR	ANCIENT POWER RCK	MIRROR COAT PSY	ATTRACT NRM
#223 REMORAID	WATER	LEV. 50	HP 127	SURF WTR	ICE BEAM ICE	LOCK-ON NRM	HYPER BEAM NRM



Leader of the Peck



Fearow's Drill Peck will take care of may of Cooltrainer Gloria and Vince's Pokémon. It's a powerful, reliable Flying-type attack.

Water Logged



Corsola's Surf attack will help put out the twin Fire-types Charmander and Cyndaquil. Corsola's Mirror Coat is useful against Clair.

Icy Hot



Remoraid's Ice Beam is absolutely perfect for dealing with those tough Dragon-types like Dragonair. It's not the best choice for Kingdra, however.

BATTLE 1 - COOLTRAINER GLORIA

#39 JIGGLANCE	NORMAL	LEV. 50	HP 199	SING NRM	DEFENSE CURL NRM	ROLLOUT RCK	DOUBLE-EDGE NRM	PRZCUREBERRY	#106 HITMONLEE HI JUMP KICK FTG
#48 VENONANCE	BUG POISON	LEV. 50	HP 144	SLEEP POWDER GRS	PSYCHIC PSY	GIGA DRAIN GRS	FORESIGHT NRM	BURNT BERRY	#22 FEAROW DRILL PECK FLY
#188 SKIPLANCE	GRASS FLYING	LEV. 50	HP 147	SLEEP POWDER GRS	MEGA DRAIN GRS	COTTON SPORE GRS	HEADBUTT NRM	BITTER BERRY	#22 FEAROW DRILL PECK FLY
#35 CLEFANCE	NORMAL	LEV. 50	HP 154	SING NRM	POUND NRM	FIRE BLAST FIR	THUNDER ELC	ICE BERRY	#106 HITMONLEE HI JUMP KICK FTG
#EXEGANCE	GRASS PSYCHIC	LEV. 50	HP 144	SLEEP POWDER GRS	MEGA DRAIN GRS	SLUDGE BOMB PSN	BARRAGE NRM	MINT BERRY	#22 FEAROW DRILL PECK FLY
#43 ODDANCE	GRASS POISON	LEV. 50	HP 129	SLEEP POWDER GRS	ABSORB GRS	ACID PSN	CUT NRM	BERRY JUICE	#22 FEAROW DRILL PECK FLY



BATTLE 2 - COOLTRAINER VINCE

#1 BULBASTOR	GRASS POISON	LEV. 50	HP 137	RAZOR LEAF GRS	HEADBUTT NRM	GIGA DRAIN GRS	LEECH SEED GRS	ICE BERRY	#22 FEAROW DRILL PECK FLY
#7 SQUIRTSTOR	WATER	LEV. 50	HP 136	SURF WTR	BITE DRK	BLIZZARD ICE	IRON TAIL STL	BITTER BERRY	#125 ELECTABUZZ THUNDERPUNCH ELC
#4 CHARMASTOR	FIRE	LEV. 50	HP 131	FLAMETHROWER FIR	SLASH NRM	DRAGON RAGE DRG	DIG GRD	PSNCUREBERRY	#222 CORSOLA SURF WTR
#152 CHIKOSTOR	GRASS	LEV. 50	HP 137	RAZOR LEAF GRS	BODY SLAM NRM	ATTRACT NRM	MUD-SLAP GRD	MINT BERRY	#22 FEAROW DRILL PECK FLY
#158 TOTOSTOR	WATER	LEV. 50	HP 142	SURF WTR	BITE DRK	SLASH NRM	SCARY FACE NRM	PRZCUREBERRY	#125 ELECTABUZZ THUNDERPUNCH ELC
#155 CYNDASTOR	FIRE	LEV. 50	HP 131	FLAME WHEEL FIR	SMOKESCREEN NRM	SWIFT NRM	IRON TAIL STL	BERRY JUICE	#222 CORSOLA SURF WTR

BATTLE 3 - GYM LEADER CLAIR

#230 KINGDRA	WATER DRAGON	LEV. 50	HP 162	DRAGONBREATH DRG	HYDRO PUMP WTR	HEADBUTT NRM	BLIZZARD ICE	SCOPE LENS	#222 CORSOLA MIRROR COAT PSY
#181 AMPHAROS	ELECTRIC	LEV. 50	HP 177	THUNDERPUNCH ELC	HEADBUTT NRM	IRON TAIL STL	SWIFT NRM	MINT BERRY	#28 SANDSLASH EARTHQUAKE GRD
#148 DRAGONAIR	DRAGON	LEV. 50	HP 148	OUTRAGE DRG	SURF WTR	BLIZZARD ICE	THUNDER ELC	DRAGON FANG	#223 REMORAID ICE BEAM ICE
#112 RHYDON	GROUND ROCK	LEV. 50	HP 192	EARTHQUAKE GRD	ROLLOUT RCK	IRON TAIL STL	DYNAMICPUNCH NRM	PSNCUREBERRY	#223 REMORAID SURF WTR
#59 ARCANINE	FIRE	LEV. 50	HP 177	FLAMETHROWER FIR	DRAGON RAGE DRG	DIG GRD	EXTREME SPEED NRM	BITTER BERRY	#28 SANDSLASH EARTHQUAKE GRD
#131 LAPRAS	WATER ICE	LEV. 50	HP 217	DRAGONBREATH DRG	SURF WTR	ICE BEAM ICE	PSYCHIC PSY	PRZCUREBERRY	#222 CORSOLA MIRROR COAT PSY

ELITE FOUR

There's no getting around it—The Elite Four are supertough, and you have to battle 'em all with the same team. It might take you a few rounds before you can beat the five (!) Trainers in the Elite Four Tower.

RECOMMENDED RENTAL TEAM FOR THE ELITE FOUR

#22 FEAROW	NORMAL FLYING	LEV. 50	HP 150	DRILL PECK FLY	HYPER BEAM NRM	PURSUIT DRK	TOXIC PSN
#64 KADABRA	PSYCHIC	LEV. 50	HP 125	PSYCHIC PSY	THUNDERPUNCH ELC	REFLECT PSY	KINESIS PSY
#125 ELECTABUZZ	ELECTRIC	LEV. 50	HP 146	THUNDERPUNCH ELC	SWIFT NRM	LIGHT SCREEN PSY	LEER NRM
#195 QUAGSIRE	WATER GROUND	LEV. 50	HP 180	SURF WTR	DIG GRD	SLAM NRM	AMNESIA PSY
#197 UMBREON	DARK	LEV. 50	HP 173	FAINT ATTACK DRK	QUICK ATTACK NRM	SAND-ATTACK GRD	MEAN LOOK NRM
#202 WOBBUFFET	PSYCHIC	LEV. 50	HP 275	COUNTER FTG	MIRROR COAT PSY	SAFE GUARD NRM	DESTINY BOND GHO



Reflections of Power



Wobbuffet doesn't really attack outright—it uses moves like Mirror Coat and Counter to send the opponent's power back to it, doubled.

Double-Teamed!



Electrode makes it much more evasive, making it hard to hit. Use Paint Attack, which never misses.

Fighting Flaw



Fighting-type Pokémon are very weak to Flying-type attacks. Use Fearow's Drill Peck against Bruno's Machamp.

Dazed and Confused



Karen will try to use Confuse Ray to make your Pokémon attack themselves in confusion. One Bitter Berry won't go far, but it will help you out.

Dangerous Foes



Lance's Dragonite and Tyranitar are incredibly powerful Pokémon. If you have your own Pokémon trained to level 50, use them.



BATTLE 1 - ELITE FOUR WILL

#178 XATU	#64 KADABRA	#203 GIRAFARIG	#36 CLEFABLE	#103 EXEGGUTOR	#124 JYNX
PSYCHIC FLYING	PSYCHIC	NORMAL PSYCHIC	NORMAL	GRASS PSYCHIC	ICE PSYCHIC
LEV. 50 HP 148	LEV. 50 HP 131	LEV. 50 HP 161	LEV. 50 HP 178	LEV. 50 HP 178	LEV. 50 HP 156
PSYCHIC PSY	PSYCHIC PSY	PSYBEAM PSY	PSYCHIC PSY	PSYCHIC PSY	ICE PUNCH ICE
FLY FLY	FIRE PUNCH FIR	EARTHQUAKE GRD	BLIZZARD ICE	GIGA DRAIN GRS	PSYCHIC PSY
GIGA DRAIN GRS	THUNDERPUNCH ELC	SHADOW BALL GHO	THUNDER ELC	STRENGTH NRM	BODY SLAM NRM
NIGHT SHADE GHO	SHADOW BALL GHO	STOMP NRM	FIRE BLAST FIR	SLUDGE BOMB PSN	DOUBLE SLAP NRM
KING'S ROCK	MINT BERRY	PRZCUREBERRY	BITTER BERRY	BURNT BERRY	ICE BERRY
#197 UMBREON FAINT ATTACK DRK	#197 UMBREON FAINT ATTACK DRK	#202 WOBBUFFET COUNTER FTG	#202 WOBBUFFET MIRROR COAT PSY	#22 FEAROW DRILL PECK FLY	#22 FEAROW DRILL PECK FLY

BATTLE 2 - ELITE FOUR KOGA

#241 MILTANK	#168 ARIADOS	#42 GOLBAT	#207 GLIGAR	#101 ELECTRODE	#89 MUK
BUG POISON	BUG POISON	POISON FLYING	GROUND FLYING	ELECTRIC	POISON
LEV. 50 HP 157	LEV. 50 HP 152	LEV. 50 HP 157	LEV. 50 HP 147	LEV. 50 HP 142	LEV. 50 HP 187
DOUBLE TEAM NRM	DOUBLE TEAM NRM	DOUBLE TEAM NRM	DOUBLE TEAM NRM	DOUBLE TEAM NRM	DOUBLE TEAM NRM
TOXIC PSN	SPIDER WEB BUG	TOXIC PSN	TOXIC PSN	TOXIC PSN	TOXIC PSN
GIGA DRAIN GRS	TOXIC PSN	WING ATTACK FLY	SAND STORM RCK	THUNDER ELC	SLUDGE BOMB PSN
PSYBEAM PSY	DIG GRD	DETECT FTG	IRON TAIL STL	MIRROR COAT PSY	FIRE BLAST FIR
FOCUS BAND	ICE BERRY	PRZCUREBERRY	MINT BERRY	BITTER BERRY	BURNT BERRY
#64 KADABRA PSYCHIC PSY	#64 KADABRA PSYCHIC PSY	#64 KADABRA PSYCHIC PSY	#195 QUAGSIRE SURF WTR	#195 QUAGSIRE - #197 UMBREON SURF WTR FAINT ATTACK DRK	#64 KADABRA - #197 UMBREON PSYCHIC PSY FAINT ATTACK DRK

BATTLE 3 - ELITE FOUR BRUNO

#68 MACHAMP	#76 GOLEM	#115 KANGASKHAN	#9 BLASTOISE	#214 HERACROSS	#95 ONIX
FIGHTING	ROCK GROUND	NORMAL	WATER	BUG FIGHTING	ROCK GROUND
LEV. 50 HP 174	LEV. 50 HP 172	LEV. 50 HP 197	LEV. 50 HP 171	LEV. 50 HP 172	LEV. 50 HP 119
CROSS CHOP FTG	ROCK THROW RCK	DIZZY PUNCH NRM	SURF WTR	REVERSAL FTG	ROCK THROW RCK
STRENGTH NRM	MAGNITUDE GRD	BITE DRK	HEADBUTT NRM	COUNTER FTG	DIG GRD
SEISMIC TOSS FTG	HEADBUTT NRM	REVERSAL FTG	ICE PUNCH ICE	HORN ATTACK NRM	SLAM NRM
EARTHQUAKE GRD	ROCK SMASH FTG	ROCK SMASH FTG	DYNAMICPUNCH FTG	EARTHQUAKE GRD	RAGE NRM
SCOPE LENS	BITTER BERRY	PSNCUREBERRY	PRZCUREBERRY	MINT BERRY	BURNT BERRY
#22 FEAROW DRILL PECK FLY	#195 QUAGSIRE SURF WTR	#64 KADABRA PSYCHIC PSY	#64 KADABRA THUNDERPUNCH ELC	#22 FEAROW DRILL PECK FLY	#195 QUAGSIRE SURF WTR

BATTLE 4 - ELITE FOUR KAREN

#197 UMBREON	#71 VICTREEBEL	#198 MURKROW	#126 MAGMAR	#94 GENGAR	#45 VILEPLUME
DARK	GRASS POISON	DARK FLYING	FIRE	GHOST POISON	GRASS POISON
LEV. 50 HP 189	LEV. 50 HP 166	LEV. 50 HP 146	LEV. 50 HP 151	LEV. 50 HP 146	LEV. 50 HP 161
CONFUSE RAY GHO	STUN SPORE GRS	ATTRACT NRM	CONFUSE RAY GHO	CONFUSE RAY GHO	ATTRACT NRM
ATTRACT NRM	ATTRACT NRM	MUD-SLAP GRD	ATTRACT NRM	ATTRACT NRM	STUN SPORE GRS
PURSUIT DRK	ACID PSN	FLY FLY	FIRE PUNCH FIR	PSYCHIC PSY	GIGA DRAIN GRS
PSYCHIC PSY	RAZOR LEAF GRS	FAINT ATTACK DRK	THIEF DRK	LICK GHO	SLUDGE BOMB PSN
QUICK CLAW	MINT BERRY	BITTER BERRY		PRZCUREBERRY	ICE BERRY
#22 FEAROW - #64 KADABRA TOXIC PSN THUNDERPUNCH ELC	#22 FEAROW DRILL PECK FLY	#22 FEAROW DRILL PECK FLY	#22 FEAROW DRILL PECK FLY	#197 UMBREON FAINT ATTACK DRK	#22 FEAROW DRILL PECK FLY

BATTLE 5 - LANCE

#149 DRAGONITE	#248 TYRANITAR	#6 CHARIZARD	#142 AERODACTYL	#208 STEELIX	#130 GYARADOS
DRAGON FLYING	ROCK DARK	FIRE FLYING	ROCK FLYING	STEEL GROUND	WATER FLYING
LEV. 50 HP 178	LEV. 50 HP 187	LEV. 50 HP 165	LEV. 50 HP 167	LEV. 50 HP 162	LEV. 50 HP 182
DRAGONBREATH DRG	ROCK SLIDE RCK	FLAMETHROWER FIR	ANCIENT POWER RCK	IRON TAIL STL	SURF WTR
STEEL WING STL	CRUNCH DRK	FLY FLY	WING ATTACK FLY	EARTHQUAKE GRD	DRAGONBREATH DRG
THUNDER ELC	DRAGONBREATH DRG	DIG GRD	EARTHQUAKE GRD	DRAGONBREATH DRG	SLEEP TALK NRM
HYPER BEAM NRM	HYPER BEAM NRM	HYPER BEAM NRM	HYPER BEAM NRM	HYPER BEAM NRM	HYPER BEAM NRM
FOCUS BAND	BITTER BERRY	MINT BERRY	PSNCUREBERRY	ICE BERRY	PRZCUREBERRY
#202 WOBBUFFET COUNTER FTG	#195 QUAGSIRE - #64 KADABRA SURF WTR THUNDERPUNCH ELC	#195 QUAGSIRE SURF WTR	#202 WOBBUFFET COUNTER FTG	#195 QUAGSIRE SURF WTR	#64 KADABRA THUNDERPUNCH ELC

KANTO GYM LEADERS

Once you've taken down Lance, a new area of the Gym Leader Castle will appear—Kanto Gym Leader Castle. There are eight Gym battles plus one extra battle in Kanto's castle. Because each Gym has only one battle, it's not quite as stressful as Johto's castle.

Kanto, Here I Come!







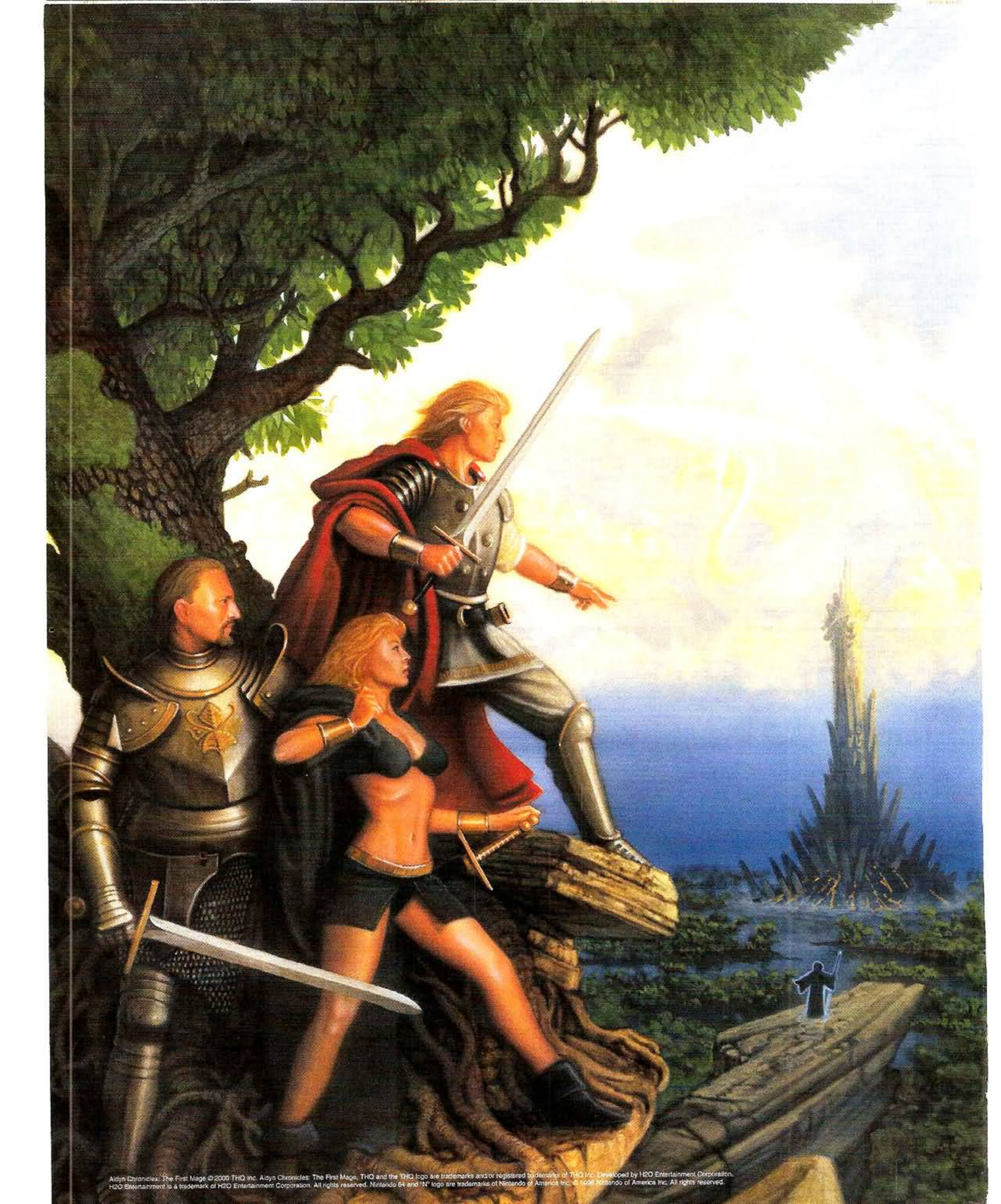
After the Elite Four are history, you'll get a message saying you cleared the Johto Gym Leader Castle. But wait! More Gym Leaders appear to challenge you. Are you up for it?

FOLLOW THE LEADER

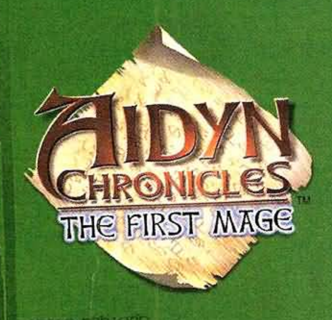
Pokémon Stadium 2 is full of challenges, from the Pokémon battles in Gym Leader Castle to the more intellectual pursuits in the Pokémon Academy. Even the most dedicated Pokémon Trainers will spend many long hours trying to get through all of the difficult battles—but Trainers who persevere will be rewarded with Pokémon Presents and a whole new round of Stadium battles to attempt.







His Body Exists In The Mundane World. His Spirit Resides On A Higher Plane.



aralo, rehiard...
if thoughts can
reach whatever
plane you walk,
then listen...
i have dreams to tell...
we will not meet before
our time...
restej eht erawed...
find where the river
meets the stones...
i am what was not
there when these two met...
deeiced uoy nehw oga
anol elttob a saw ereht...
here and not here as i go
and tsum ton on...
stay who you are and
you will see this too...
sloocs eht ssorca tilps
sdrazin eht sa sdrawed s
sklat ecnirp a seod won...
that is the shape
of what lies up ahead
for both of us...
stay who you are...
fight well...
i walk beside you...

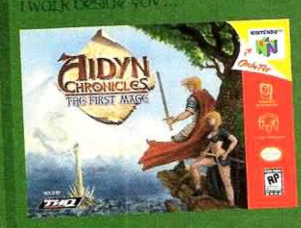
In Between Is Chaos.

In this, the first traditional RPG for N64, a young man embarks on a seemingly impossible journey to discover his identity and fulfill his destiny. Can he stave off his enemies, overcome his obstacles and find that which he has dreamed about? Or will chaos keep Alaron from everything that may be rightfully his?



- Real-time 3D environments and beautifully-animated characters.
- Unique blend of party-based adventuring and turn-based combat.
- Storyline written by Chris Klug, creator of the pen-and-paper game DragonQuest.
- Up to 13 characters to add to Alaron's party.











www.thq.com

IT'S ARRIVED!



GAME BOY ADVANCE

IT MAY NOT BE FROM OUTER SPACE, BUT GAME BOY ADVANCE IS OUT OF THIS WORLD AND ITS IMPACT WILL BE FELT AROUND THE GLOBE BEGINNING MARCH 21ST—THE DAY THAT GBA GOES ON SALE IN JAPAN. WITNESS THE DAWN OF THE AGE OF ADVANCED GAME PLAY.

GAME BOY ADVANCE ARRIVES IN JAPAN



This month, Nintendo Power introduces you to the amazing Game Boy Advance with an in-depth look at the system and games. You'll peek inside the powerful GBA hardware to see what it can do with graphics and game play. You'll explore many of the first Japanese titles from Nintendo and other publishers such as Konami, Capcom, Hudson Soft and Sega. You'll even get to check out some of the new games that are in development outside of Japan. Then, you'll focus on the next stop in the Game Boy Advance world tour—the system launch in North America. It's coming sooner than expected, on June 11th, just in time for a summer of advanced fun.



The Japanese advertising campaign for Game Boy Advance featured the print ad shown here.



Advance Madness

Before the retail stores opened on March 21st in Akihabara (the Japanese video game Mecca) and other locations around Japan, Game Boy Advance had rung up over three million retail orders. If that seems like a staggering number, consider that Nintendo Company Ltd. has predicted the sale of 24 million Game Boy Advance units worldwide in the first year. Japanese players lucky enough to snag one of the first few million units will have 22 games to choose from, including four from Nintendo. Another 25 titles have been announced officially for the Japanese market. Dozens of other titles have been, or will shortly be, announced for North America. In fact, some games will be announced for the first time later in this article. And dozens of other games are in development but haven't been announced at this time.







With first-generation titles like Pinobee, Castlevania and Lady Sia appearing on Game Boy Advance, the future looks very bright.



Mario Kart Advance was rumored to be a launch title, probably because it was shown at Spaceworld last August. Its actual release date will be later this year.



Golden Sun, a beautiful RPG from Nintendo, will follow the Japanese launch by a few months. It is scheduled to be released in May.

Advanced Extras

When the first gamers pick up their GBAs and Game Paks in Japan, they'll snatch up plenty of accessories, as well. The Game Boy Advance Game Link Cable will be one of the hottest sellers. Many of the first games support multiplayer gaming, including four-player modes. In fact, games like Mario Advance have two multiplayer gaming modes. In the Single-Pak Mode, four players link up, and they'll use just one Game Pak. In the Multi-Pak Mode, each of the four players will have to have a Game Pak. The AC Adapter is likely to be another huge seller. Nintendo engineers tell us that the GBA gets about 15 hours per set of AA batteries, so the AC Adapter will be a money-saving investment in the long term. A little farther down the road, GBA owners will be able to buy a new version of the Mobile System GB. (You can read more about the Mobile Adapter in this month's Game Watch.) Plenty of other licensed accessories should flood the market, as well.

JAPANESE LAUNCH GAME LIST:

- ALL JAPAN GT CHAMPIONSHIP
- BOKU WA KOUKUU KANSEI-KAN (I AM AN AIR SYSTEM CONTROLLER)
- BOMBERMAN STORY
- CASTLEVANIA: CIRCLE OF THE MOON
- CHU CHU ROCKET
- F-ZERO ADVANCE
- FIRE PRO WRESTLING A
- KONAMI'S WAI WAI RACING ADVANCE
- KURU KURU KURU-RIN
- MAIL DE CUTE
- MARIO ADVANCE
- MOMOTARO FESTIVAL
- MONSTER GUARDIANS
- MR. DRILLER 2
- NAPOLEON
- PINOBEE'S GREAT ADVENTURE
- ROCKMAN EXE
- SILENT HILL
- STARCOMI (STAR COMMUNICATOR)
- TWEETIE'S HEARTY PARTY
- WINNING POST FOR GBA



THE ADVANCE OF GAMING

At first glance, you might think that Game Boy Advance is all about technology. Actually, it's about fun. Nintendo's engineers created Game Boy Advance to improve the quality of handheld games. The larger screen with its improved resolution and larger color palette is just one feature that Advance scores over previous Game Boy systems, not just because the screen is bigger, wider and sharper, but because players will be able to see more detail in the game environment. Characters may look more like real people. Monsters will look more frightening. Race car drivers will be able to see farther ahead for a more realistic experience.

Advance's biggest leap in performance over previous Game Boys comes from the inclusion of the 32-bit RISC processor. Game Boy and Game Boy Color use much less powerful 8-bit processors similar to the Central Processing Unit (CPU) of the original Nintendo Entertainment System. The Super NES was equipped with a 16-bit CPU. A lot has been said about how easy it will be to port games for the Super NES to GBA. The truth is that GBA can run circles around the Super NES in terms of manipulating graphics. Even in the first generation of games for GBA we are seeing things that could never have been done on the old 16-bit platforms. In fact, some developers are already pushing the limits of the hardware to achieve 3-D environments and prerendered sprites that look like high-resolution 3-D characters. In terms of game play, the faster 32-bit CPU of Game Boy Advance lets designers pump more action onto the screen at one time. Artists can create greater levels of detail and realism. A vastly improved sound system creates realistic music and effects, particularly if players don headphones. The Left and Right Buttons add to the player's ability to control characters, vehicles and other game elements. And the Advance Game Link Cable, with its built-in capacity to link up to four units, is set to revolutionize handheld multiplayer gaming.



Silent Hill from Konami uses prerendered, still images along with text to convey its story. There's very little animation, but the effect is still haunting.

Picture-Perfect

Beauty is in the eye of the beholder, it's been said, and if you happen to be holding a Game Boy Advance, the statement is certainly true. Game Boy Advance games will be viewed on the unit's 2.9-inch Reflective TFT color LCD screen. The screen area is approximately 40% larger than the original Game Boy screen, and the GBA screen is wider than it is tall, like a regular television screen. The image is not only larger, it's sharper, too. The resolution of the screen is determined by the number of pixels on the screen. A pixel is a small dot composed of one color, and pixels are measured in horizontal and vertical lines. Game Boy Advance has 240 horizontal pixels and 160 vertical pixels. The entire screen is composed of 38,400 pixels. Amazingly, that's about 10,000 pixels per square inch, which is actually better definition than some HDTV sets.

The sharpness and brightness of the Game Boy Advance LCD (Liquid Crystal Display) screen are the result of reflective TFT technology. TFT is short for Thin Film Transistor, which refers to the element used to control the colors of the individual pixels. TFT LCDs provide the sharpest display, fastest update and widest viewing angle of all LCD screens. The update speed is important because video game animation will look choppy, blurry and unconvincing if the rate is too slow. The viewing angle of the screen is particularly important for a handheld system. A wide viewing angle allows players to tilt and move the GBA unit while playing and still be able to see the screen clearly. As for the reflective nature of the screen, it means that you'll need an ambient light source to brighten the screen. An ambient light source is anything from the sun to a lamp. A backlit LCD screen would be more expensive, drain your batteries much faster and have a much smaller viewing angle.

As for color, the GBA has a palette of 32,768 colors to choose from. The screen displays up to 511 individual colors at one time during normal game play, but in the cinematic bitmap mode, Game Boy Advance can display 32,768 colors simultaneously. That's a lot of beauty to behold.



Lots of characters can appear on the screen of the GBA at one time, like four racers and a bunch of items in Konami's Wacky Racing.



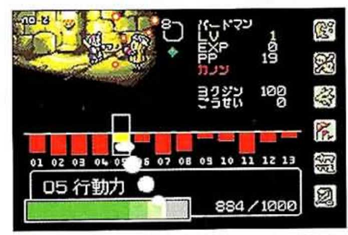
The Left and Right Buttons come into play in games like F-Zero Advance, where they allow drivers to make sharper turns.



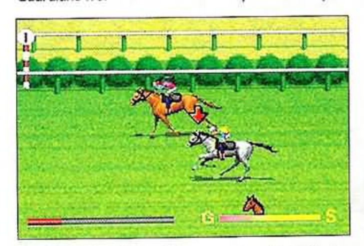
The high level of detail seen in games like Momotaro Festival adds richness to the virtual world and the gaming experience.

Brains and Brawn

The brain, not to mention the muscle of the GBA, is a custom-designed 32-bit RISC processor. The CPU contains nearly 150Kbytes of internal memory, speeding up calculations and improving graphics capabilities. The CPU runs the program on the Game Pak, produces the graphics, receives feedback from the Control Pad and buttons, handles communications with linked GBA units and creates the sound and music. The original Game Boy and Game Boy Color used 8-bit CPUs, capable of handling data in 8-bit chunks. The Game Boy Advance handles four times the amount of data at the same time, and it runs faster. If you consider that the Super NES used a 16-bit processor and the Playstation used a 32-bit processor, you'll begin to see how powerful Game Boy Advance is for a handheld gaming system. Game Boy Advance can reproduce any graphic effect from any Super NES game.



Unlike many GB and GBC RPGs that use simplified battle systems, GBA RPGs such as Monster Guardians from Konami will be complex and deep.



Koei's Winning Post will have a network function that uses the Mobile System so players can race their steeds against the horses of other trainers.

Amazingly, it can also produce almost perfect representations of some N64 games. A demonstration of Yoshi's Story is included with every Game Boy Advance Development Kit, which is the hardware and software that Nintendo sends to licensed GBA developers. Game Boy Advance can display 128 characters on the screen at one time, it can rotate and scale characters better than the Super NES, and it can produce stunning special effects such as the transparency of glass or water. Already, Game Boy Advance developers around the world are learning to create spectacular graphics and effects with the new hardware. One developer in Japan is working on a prerendered 3-D racing game that looks as good as a console 3-D racer. And a team in England is working on real 3-D shooters. The future advances are almost unlimited.

As Game Boy Advance is poised for the future, it is also set to embrace the past. One of the most impressive facts about the Game Boy Advance CPU is that it contains the entire Game Boy Color CPU inside it. The embedded CPU is what makes all existing Game Boy and Game Boy Color games playable on Game Boy Advance. In practical terms, it means that you can continue to enjoy your collection of Game Boy classics without having to switch between Game Boy and GBA. It also means that you'll have lots of games to choose from. In addition to a large launch library of titles for Game Boy Advance, many of which are shown in this article, you'll have a thousand or more Game Boy and Game Boy Color titles that you can play. You'll even have the option to stretch original Game Boy graphics to match the wider dimensions of the GBA. Now, that's a brainy system.

DEVELOPMENT UPDATE

The Game Boy family of gaming systems has spawned the creation of over a thousand titles over the past decade. More than 110 million game systems have been sold around the world, and many times that number of games have been sold to avid owners. Newbies in the video game industry can boast all they want about development support for their untested consoles, but when it comes down to the numbers, Game Boy Advance leads the way. At present, over 300 publishers and developers are hard at work creating Game Boy Advance games, most of which haven't been announced yet. The designers, programmers and artists of those companies are working with 1,200 development kits (dev kits) to create the games. In fact, developers are demanding so many additional dev kits, like the one shown in the photo, that the numbers are sure to go much higher. Advance development is just heating up.



ADVANCE GAMES: THE FIRST GENERATION

New hardware systems may be exciting, but the real excitement comes from the games. The first wave of titles from Nintendo and other publishers for Game Boy Advance includes some familiar names and characters and plenty of original games and new heroes. In the next few pages, you'll see the games that are on their way for the Japanese launch of GBA, followed by a host of titles that are likely candidates for release in North America this summer.

Super Mario Advance

Save the World of Dreams from Wart's Evil Plans

The classic Super Mario Bros. 2 action game has been updated for Game Boy Advance with enhanced graphics and sound. Fans of the original 1988 platformer for the NES will remember the battles with Birdo, Mouser, Fryguy and Clawgrip, but the battles may not look quite the same on the Game Boy Advance. Huge characters, giant vegetables, rotating images and other special effects will make Super Mario Advance look and play like a whole new version of SMB 2. The new look is packed into a 32-megabit Game Pak with 20 levels of jumping, stomping and block-busting fun. You'll also find multiplayer games based on the original Mario Bros. arcade game.



The gang is back for an updated adventure on GBA. When it was released in North America for the NES, the game was known as Super Mario Bros. 2.



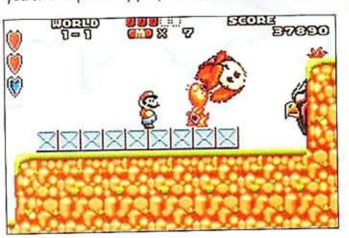
Peach and the other playable characters are rated for power, speed and jump. Princess Peach, it seems, has the gift of lift.

The Main Event

In the main adventure, players can choose to play with Mario, Luigi, Princess Peach or Toad. Each hero has special advantages or weaknesses in speed, acceleration and jumping distance. As in most classic Super Mario games, you'll collect traditional items such as mushrooms, keys and coins and special items, such as vegetables, which you throw at enemies. You'll face the wrath of characters such as Albatoss, Shyguy, Snifit, Cobrat and Bob-omb as you make your way through sandy deserts, tropical fields, icy wastelands and dangerous castles.

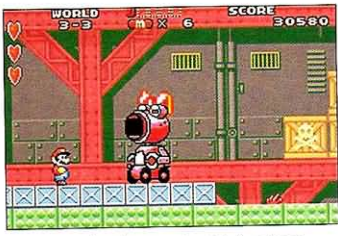


Enormous vegetables are new to the GBA version of the game. If you miss with a veggie of this size, you should probably play Harvest Moon instead.



You'll also run into giant enemies like ShyGuy. You can pick them up and heave them, too—they'll rotate as they fly toward your target.



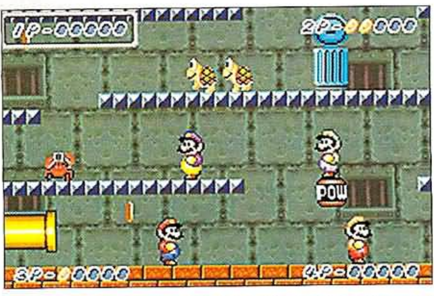


Classic enemies show greater detail and more complex moves, such as scaling and rotating, than in the original NES game.



Join in the Fun

One of the great things about Game Boy Advance is the ease with which you'll be able to play multiplayer games. It seems as if most of the early games from Nintendo have at least one or two multiplayer modes of play. In Super Mario Advance, one to four players can link up using the GBA Game Link Cable. In Single-Pak Mode, all four players can play using just one Game Pak, but they'll be limited to one level. A second multiplayer mode requires each player to have the game, and they'll have access to multiple areas. Super Mario Advance, which is still a tentative title for the North American market, should have loads of fun for every action fan.









Based on the original Mario Bros. game, one to four players can join in the antics, competing in Classic and Battle Modes.



F-Zero for Game Boy Advance

The Future of Racing Is Advanced

Nintendo's F-Zero series has always meant fast, futuristic vehicles competing on out-of-this-world courses. That hasn't changed as F-Zero shifts lanes to Game Boy Advance. You'll find yourself in the fast lane with a new cast of characters and rivals, a new collection of advanced vehicles and a new circuit of challenging courses set around the galaxy. F-Zero for the Super NES made use of scaling and rotation features to create its sense of speed. Game Boy Advance's 32-bit, turbo-charged performance will leave the Super NES game eating stardust.







One to Four Drivers Wanted

Portable gaming is about to go through a revolution. The multiplayer advances on GBA will unlock a whole new area of gaming. In F-Zero for Game Boy Advance, which is still a tentative title, players will have two options for simultaneous racing action. Using GBA Game Link Cables, players can race using just one Game Pak or four Game Paks. You'll get a taste of F-Zero multiplayer action with one Game Pak and a whole mess of racing if everyone has the game. Either way, no one is left out in the cold.







JAPAN ADVANCE



In addition to Nintendo's first-party titles, games are on the way from most of the major publishers in Japan. Nintendo Power has gathered the latest screen shots and information on the launch titles, but with over 200 screen shots, plus descriptions of the games, we ran out of room to show them all. To catch even more of the shots, head to nintendopower.com. You won't want to miss a single pixel of a single pic.

ROCKMAN EXE

Publisher: Capcom
Release date: March 21st

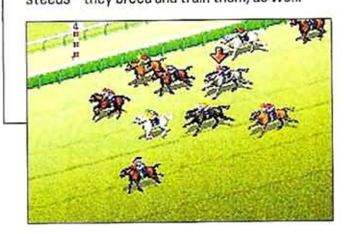
Capcom has a new twist on an old favorite. In Rockman EXE, the blue bomber (known as Mega Man in North America) must fight a virus in a virtual world. Using a Battle Chip, players send special computer weapon data to Rockman.



WINNING POST

Publisher: Koei
Release date: March 21st

Horse racing games have been big news in Japan for years, and Koei is betting that Winning Post will get off to a fast start when it is released with GBA in March. Players not only race their steeds—they breed and train them, as well.



MOMOTARO FESTIVAL

Publisher: Hudson Soft
Release date: March 21st

Hudson Soft's RPG is based on a popular character from Japanese folk stories. In the game, players guide the young hero, Momotaro, through adventures filled with humor and lots of minigame challenges.



PINOBEE'S GREAT ADVENTURE

Publisher: Hudson Soft
Release date: March 21st

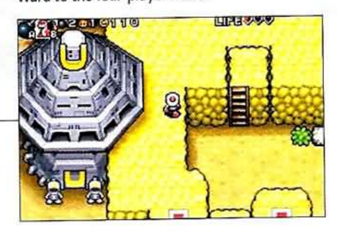
Pinobee, a robotic bee whose creator was kidnapped before completing his insectile creation, must rescue his inventor to make himself whole. The screen shots tell the story—gorgeous, side-scrolling levels. Expect a big buzz on this one.



BOMBERMAN STORY

Publisher: Hudson Soft
Release date: March 21st

Bomberman's adventure on the planet Fantarion features beautiful cinema scenes and explosive action with plenty of puzzles. Fans of the Bomberman series will look forward to the four-player mode.



ALL JAPAN GT CHAMPIONSHIP

Publisher: Kemco
Release date: March 21st

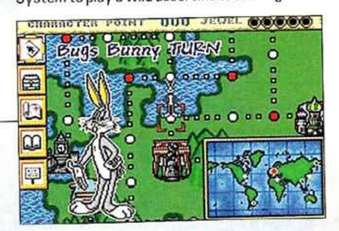
Kemco's realistic racer features GBA Game Link Cable and Mobile System compatibility. Drivers move from the GT300 class to the challenging GT500 class. Road conditions change during races, and players can create custom courses.



TWEETY'S HEARTY PARTY

Publisher: Kemco
Release date: March 21st

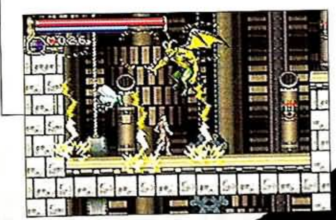
The Looney Tunes characters race to save Tweety Bird before he turns to stone. Players can link up with the GBA Game Link Cable or hook up over their cell phones with the Mobile System to play a wild assortment of minigames.



CASTLEVANIA: CIRCLE OF THE MOON

Publisher: Konami
Release date: March 21st

The side-scrolling action is hauntingly reminiscent of early Castlevania classics. As a vampire hunter armed with a whip and knife, you'll face ghouls, monsters and Dracula himself in dark abodes filled with cruel traps.





SILENT HILL

Publisher: Konami
Release date: March 21st

The text adventure that became a PSX hit in Japan looks stunning on Game Boy Advance. Prerendered graphics and moody music enrich the dark plot, and cinematic sequences showcase GBA's bitmap mode.



MAIL DE CUTE

Publisher: Konami
Release date: March 21st

Konami introduces a new style of adventure game in which game characters interact with players by sending them quizzes. If you do well in a quiz, you'll move ahead in the adventure.



WAI WAI RACING ADVANCE

Publisher: Konami
Release date: March 21st

Wai Wai Racing means Wacky Racing in translation. The wackiness comes through loud and clear in Konami's signature characters, the 16 courses and the many items to launch at your opponents, Mario Kart-style.



STARCOMI (STAR COMMUNICATOR)

Publisher: Konami
Release date: March 21st

One of the most ambitious titles for GBA is Konami's Starcomi. The game combines e-mail functions with a sim game. You can exchange e-mail over the Mobile System as well as befriend Starcomi, a cute character in the game.



MR. DRILLER 2

Publisher: Namco
Release date: March 21st

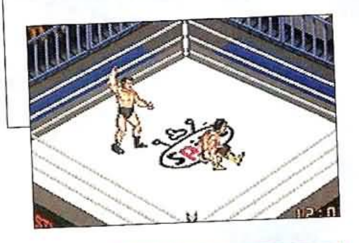
In Namco's puzzle game sequel, Mr. Driller scores points by digging through the colored blocks to reach prizes worth big points. It's classic arcade action that looks great in its new home on Game Boy Advance.



FIRE PRO WRESTLING ACE

Publisher: Spike
Release date: March 21st

Spike's wrestling series gets a grip on the handheld world for the first time. Players can wrestle with 200 characters or create their own. Each wrestler has cool signature moves, as well.



DODGE BALL FIGHTERS

Publisher: Atlus
Release date: Spring 2001

Atlus hopes to get a hit with Dodge Ball for Game Boy Advance. One hit may not be enough in the game, however, since players must reduce their opponents' HP to zero to win.



CHU CHU ROCKET!

Publisher: Sega
Release date: March 21st

The DC hit looks great on Game Boy Advance in the first pictures published in North America. Your job is to save your space mice before some mean space kitties turn them into space chow.



MUGEN KIKOU ZERO TOURS

Publisher: Media Ring
Release date: To Be Announced

In Media Ring's RPG title for Game Boy Advance, everyone dresses up in animal costumes. Friends can join your party, and if you hook up with a GBA Game Link Cable, you can open a hidden dungeon.



BRING IT HOME



Japan is just the first stop on the Game Boy Advance world tour. The next launch is right here in the U.S.A. and Canada on June 11th. Some of the titles that will be released at launch are fairly certain, and others may be subject to change. The games shown in this article are quite likely to be available on or soon after June 11th.

CREATURES

Publisher: Conspiracy Entertainment
Release date: June 11th

Conspiracy Entertainment has big plans for its virtual pet title. Players raise creatures known as Norns and Grendels, teaching them right from wrong and eventually creating a family. Conspiracy plans to create a GCN version as well.



IRIDION 3-D

Publisher: Majesco
Release date: June 11th

Majesco's 3-D space shooter features smooth animation running at 60 frames per second for an eye-popping experience. You'll fly from earth to the home of the Iridion Empire, fighting mechanoid fighters and bosses in seven regions.





FIEVEL: AN AMERICAN TAIL

Publisher: Kemco
Release date: March 21st

Game Boy Advance is the perfect format for Fievel—the loveable mouse from the movies. The platformer will lead Fievel from his home in New York to the Wild West as he collects pieces of a treasure map while seeking his lost friend.





EARTHWORM JIM

Publisher: Majesco
Release date: June 11th

Shiny's original Earthworm Jim platformer for the Super NES returns with state-of-the-art graphics for Game Boy Advance. Jim, empowered by a robotic super suit, sets off to save the galaxy from the evil machinations of Psy-crow.





FORTRESS

Publisher: Majesco
Release date: June 11th

Fortress is an original puzzle game that combines a pinch of Tetris with a sprinkle of Rampart, then tosses in a dash of Lemmings just for fun. Players build castles out of Tetris-like blocks then blast away at the enemy's fortress.





PITFALL: THE MAYAN ADVENTURE

Publisher: Majesco
Release date: June 11th

Another classic from the Super NES, Pitfall: The Mayan Adventure, is slated to arrive with the launch of GBA. Harry jumps, climbs, swings and fights through 10 areas in the treasure-rich jungles and temples of South America.





SUPER STREET FIGHTER II

Publisher: Capcom
Release date: August 2001

The game that began the fighting craze is headed to Game Boy Advance this summer. Super Street Fighter II recreates SFII for the Super NES in exacting detail. The characters, the moves, even the two-player VS. Mode have returned.



FINAL FIGHT

Publisher: Capcom
Release date: July 2001

Street brawling got its start with Final Fight in the arcade and on the Super NES. The GBA version of this classic includes the arcade version's Rolento stage, which wasn't in the Super NES game. And two players will be able to slug it out.



BREATH OF FIRE I

Publisher: Capcom
Release date: September 2001

Capcom has recreated one of the great epic adventures from the Super NES era. The story takes Ryu, the last member of the Light Dragon clan, on a journey to save the world. He is helped along the way with a diverse party of warriors.



MEGA MAN BATTLE NETWORK

Publisher: Capcom
Release date: July 2001

Mega Man BN may arrive by the launch of GBA in June, although currently it is scheduled for a July release. Players assume the role of Netto, a computer operative who works with a cyber version of Mega Man to stop crime.



LADY SIA

Publisher: TDK Mediactive
Release date: August 2001

The original story in TDK's beautiful, anime action-adventure involves a warrior princess named Sia who protects her kingdom by fighting the cruel T'soas beastmen. Her adventure passes through 16 levels in four worlds.



RAYMAN

Publisher: Ubi Soft
Release date: June 2001

Ubi Soft is set to showcase the power of Game Boy Advance with its stunning reproduction of the PSX version of Rayman. The game features 60 stages and bonus areas. Rayman reprises all of his great moves including his helicopter glide.



A SUMMER OF FUN



June 11th is just a few short months away, and portable gaming will never be the same once Game Boy Advance arrives here. The games look great, the system is truly revolutionary, and its price will leave you with enough cash to start building an Advance library. Enjoy the future.









MARIO PARTY 3

Y'all want this party started, right? Mario's video board game is back, so shuffle on over to the bash of the year!

Threemendous!

Mario's third party doesn't officially get started until May 7, but we're taking an advance look at the N64 game. The party planners at Nintendo and Hudson Soft came up with 70 all-new minigames and plenty of new game boards to party down with. There's also a new two-player Duel Mode, which allows players to hire partners to win the game!






SUPA STOUT
Matt Hadan
Bubba Harris
John Purse
TEAM REDLINE
Adam Strieby
Jason Carne$
Clarence Perry
Kim Hayashi
NEW FOR 2001
X SERIES HARDCORE 4130 CHROMOLY TRAIL & STREET BIKES. GET THE X GEAR AND GET RID OF YOUR FEARS.
MODEL SHOWN: SUPA X
REDLINE
MAXXIS.com
CPSC Equipment included but not shown
Official Team CoSponsors
ALEXRIMS
SHIMANO
KOOL STOP
FLICK n TRIX
PRYME
ATI
TIOGA
NINTENDO POWER
KORE
REDLINE
www.redlinebicycles.com/npower.asp

classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



WARNING:
DON'T GET GREEDY, MY LITTLE CHEATER, OR OR I'LL SHOW YOU A CODE THAT MAKES YOU TEETER. USE MORE THAN TWO OF MY SECRET TRICKS AND I'LL ERASE YOUR GAME FOR KICKS. THE ONLY EXCEPTIONS ARE EGGS AND THE KEY, SINCE THEY WON'T HELP YOU WALLOP ME!

BANJO-KAZOOIE SECRETS REVEALED!

Ever since the release of Banjo-Kazooie, gamers everywhere have been wondering about the Rare adventure's cryptic secrets. What's the skinny on the Ice Key? Or the rumored secret eggs? Well, grab a backpack and hang on, because we've got info galore headed your way. All of the codes are entered at the sand castle in Treasure Trove Cove, and you'll need to drain it first. Look for a ledge with a bucket above the castle, then face away from the bucket and fire two eggs into it. Once the castle is drained you can input letters on the floor inside by performing a Beak Buster on each one. Some of the cheats, like the Ice Key, will show a brief cut-scene, while others will simply make a strange noise to let you know you've entered it correctly. The first seven codes will unlock six special eggs, the Ice Key and a menu called "Stop 'n' Swop"—but they work only if you've already been to those levels. We haven't been able to find a use for the items yet, but rest assured we'll keep trying. As for the other codes, they will open up note doors, remove walls and open all the levels. Be very careful with any cheats that aren't egg- or key-related, however! If you use more than two, Grunty will erase your game! Even if you quit the game and restart, you'll still be limited to the two cheat codes—so you'll want to save them for a time when you're really stuck. Note that you will need to enter the word "cheat" before each code, but it isn't necessary to use spaces. And finally, we'd like to offer up a big congratulations to the two readers who first clued us in to Rare's treasure trove of cheats.



Enter the codes by performing a Beak Buster on each letter. You'll hear a "moo" while entering the word "cheat" but no sounds for the other letters.

CODE	RESULT
DONT YOU GO AND TELL HER ABOUT THE SECRET IN HER CELLAR	OPEN A CASKET IN GRUNTY'S CELLAR AND FIND A BLUE EGG
OUT OF THE SEA IT RISES TO REVEAL MORE SECRET PRIZES	RAISE SHARK FOOD ISLAND AND FIND A PURPLE EGG
A DESERT DOOR OPENS WIDE ANCIENT SECRETS WAIT INSIDE	UNLOCK THE ROCK WALL GATE IN GOBI'S VALLEY AND GET THE DARK BLUE EGG
AMIDST THE HAUNTED GLOOM A SECRET IN THE BATHROOM	REVEAL A GREEN EGG IN MAD MONSTER MANSION'S SECOND FLOOR BATHROOM
THIS SECRET YOULL BE GRABBIN IN THE CAPTAINS CABIN	REVEAL A RED EGG IN THE CAPTAIN'S CABIN IN RUSTY BUCKET BAY
NOW BANJO WILL BE ABLE TO SEE IT ON NABNUTS TABLE	REVEAL A YELLOW EGG IN NABNUT'S HOUSE IN CLICK CLOCK WOOD
NOW YOU CAN SEE A NICE ICE KEY WHICH YOU CAN HAVE FOR FREE	REVEAL THE ICE KEY INSIDE THE FREEZEEZY PEAK ICE CAVE
THERES NOWHERE DANKER THAN IN WITH CLANKER	OPEN CLANKER'S CAVERN
NOW INTO THE SWAMP YOU CAN STOMP	OPEN BUBBLE GLOOP SWAMP

For more top secrets, infiltrate Nintendo's

ICON KEY: C BUTTONS CONTROL PAD  BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER

CODE	RESULT
THE JIGGYS DONE SO OFF YOU GO INTO FREEZEEZY PEAK AND ITS SNOW	OPEN FREEZEEZY PEAK
GOBIS JIGGY IS NOW DONE TREK ON IN AND GET SOME SUN	OPEN GOBI'S VALLEY
THE JIGGYS NOW MADE WHOLE INTO THE MAN-SION YOU CAN STROLL	OPEN MAD MONSTER MANSION
WHY NOT TAKE A TRIP INSIDE GRUNTYS RUSTY SHIP	OPEN RUSTY BUCKET BAY
THIS ONES GOOD AS YOU CAN ENTER THE WOOD	OPEN CLICK CLOCK WOOD
THESE GO RIGHT ON THROUGH NOTE DOOR TWO	OPEN THE SECOND NOTE DOOR
NOTE DOOR THREE GET IN FOR FREE	OPEN THE THIRD NOTE DOOR
TAKE A TOUR THROUGH NOTE DOOR FOUR	OPEN THE FOURTH NOTE DOOR
USE THIS CHEAT NOTE DOOR FIVE IS BEAT	OPEN THE FIFTH NOTE DOOR
THIS TRICKS USED TO OPEN NOTE DOOR SIX	OPEN THE SIXTH NOTE DOOR
THE SEVENTH NOTE DOOR IS NOW NO MORE	OPEN THE SEVENTH NOTE DOOR
WEBS STOP YOUR PLAY SO TAKE THEM AWAY	REMOVE ALL SPIDER WEBS

CODE	RESULT
THEY CAUSE TROUBLE BUT NOW THEYRE RUBBLE	REMOVE ALL BREAKABLE WALLS
BOTH PIPES ARE THERE TO CLANKERS LAIR	REMOVE TWO PIPES BY CLANKER'S CAVERN
SHES AN UGLY BAT SO LETS REMOVE HER GRILLE AND HAT	REMOVE THE GRILL INSIDE THE WITCH STATUE NEAR BUBBLE GLOOP SWAMP
YOULL CEASE TO GRIPE WHEN UP GOES A PIPE	REMOVE THE LARGE PIPE NEXT TO CLANKER'S CAVERN
ITS YOUR LUCKY DAY AS THE ICE BALL MELTS AWAY	REMOVE THE ICE CUBE IN FRONT OF THE FREEZEEZY PEAK JIGSAW PUZZLE
GRUNTY WILL CRY NOW THAT YOUVE SMASHED HER EYE	BREAK THE EYE OF THE GRUNTY STATUE NEAR MAD MONSTER MANSION
YOU WONT HAVE TO WAIT NOW THERES NO CRYPT GATE	REMOVE THE CRYPT GATE NEAR MAD MONSTER MANSION
THIS SHOULD GET RID OF THE CRYPT COFFIN LID	REMOVE THE COFFIN LID IN THE MAD MONSTER MANSION CRYPT
THE GRILLE GOES BOOM TO THE SHIP PICTURE ROOM	REMOVE THE GRILL IN FRONT OF THE RUSTY BUCK-ET BAY JIGSAW PUZZLE
ONCE IT SHONE BUT THE LONG TUNNEL GRILLE IS GONE	OPEN A TUNNEL THAT LEADS TO THE CLICK CLOCK WOOD JIGSAW PUZZLE
DONT DESPAIR THE TREE JIGGY PODIUM IS NOW THERE	MAKE A JIGGY PODIUM APPEAR IN CLICK CLOCK WOOD
UP YOU GO WITHOUT A HITCH TO THE WATER LEVEL SWITCH	RAISE THE WATER LEVEL NEAR RUSTY BUCKET BAY



Arise, Shark Food Island! Arise and give me a Purple Egg!



Who left a Green Egg in here?



Nabnuts had the Yellow Egg this whole time? That's nutty.



The Ice Key revealed!



HEAVY MEDALS

The medals won from betting on dog and horse races in Harvest Moon 64 will buy an up-and-coming farmer loads of useful gear, including a new dog house and extra stamina for your horse. But securing the precious prizes has always meant putting your hard-earned cash on the line. Well, no more. To bet on the races for free, head to the Town Square and talk to the Mayor's Wife. Place your bets as usual, but instead of selecting the "OK" icon when you're finished, press the B Button until you are back at the playing screen. You'll receive medals if your chosen animals win or place, but you won't lose any money in the process!

WE LIKE THESE ODDS

The horse races take place on the 17th of Spring and the 28th of Fall. The dog race occurs on the 18th of Winter. You won't be allowed to bet on any race in which one of your own animals is participating.



Buffy the Vampire Slayer

STAKE YOUR CLAIM

It's a good day for vampire hunters, as Classified Info serves up codes for two of the better games in the genre. We'll start off the fun with Buffy the Vampire Slayer, the new GBC game from THQ. Input the following codes at the Load Game screen to open all the levels. Level 2—9MD1WV. Level 3—XTN4F7. Level 4—5BVPLZ. Level 5—9D6FoS. Level 6—TSCNB4. Level 7—CSJTQZ. Level 8—BNPXZ9.

LEAPING LEVELS

It takes a whole lot of punching, kicking and stake driving to reach the finale of Buffy the Vampire Slayer, but now you can save the town of Sunnydale while barely lifting a finger.



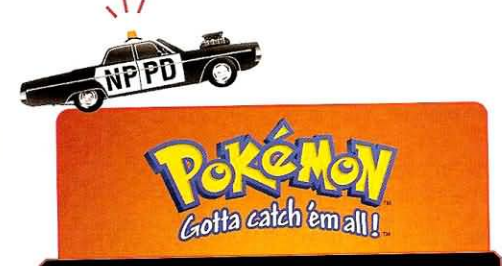
BLADE™

SINK YOUR TEETH INTO CODES

While we're on the subject of the undead, we're reminded that late last year Activision teamed up with Marvel Comics to produce Blade, a surprisingly well-crafted action title for the Game Boy Color. As Blade, vampire hunter extraordinaire, you scour the dark city's mean streets for fanged night-crawlers to exterminate. And for any of you who felt the hunting was a bit too challenging, we have a tasty treat. If you enter the code 9?!1N?BKT?51G at the Password screen, you'll be transported instantly to the game's ending sequence!



Why muck around with stakes and garlic when you can view the final scene with ease?



CODE COP

KEEP ON TRUCKIN'

Bad codes never sleep, and unfortunately for them, neither does the Code Cop. We've been getting a number of reports about an abandoned vehicle near the S.S. Anne in Pokémon Red, Blue and Yellow. Some trainers have apparently heard that Mew is hiding under the pickup truck and can be claimed if they use Strength to shove it out of the way. Well, we can report that there is no truth whatsoever to the rumor. My partner and I shoved that truck until our arms were throbbing, and then had a towtruck haul it off—there's nothing under there but some old oil stains. Maybe the powerful Psychic-type simply prefers luxury import models.

MISSING MEW
The truck may be tempting, but don't waste your time.

Your secret's safe with us. Send your codes

ICON KEY: C BUTTONS ▲▼◀▶ CONTROL PAD ➔ ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER



STAR WARRIORS

LucasArts always seems to slip some creative codes into their games, but *Star Wars:* Episode I: Battle for Naboo takes the cake. Apparently the design team has been watching a lot of DVDs, because it included a secret track of audio commentary for every stage. Members of the team wax philosophic about level design, programming challenges and anything else that crosses their minds. It's one of the most creative uses of cheat codes we've encountered in a long time, and it's also a unique chance to learn about the game design process. We've rounded up a few codes of the game play variety, too, and have included them below for your droid-blasting pleasure.



Input the code TALKTOME at the Passcode menu to hear the developers' secret commentary!

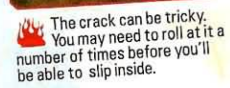
CODE	RESULT
LEC&FIVE	OPEN ALL STAGES UP TO LEVEL 15
OVERLOAD	GIVE ALL SHIPS MAXIMUM STATS
KOOLSTUF	OPEN AN ART GALLERY IN THE OPTIONS MENU
WAKEUP	OPEN A MUSIC TEST IN THE OPTIONS MENU
EWERDEAD	DESTROY ALL CRAFT (INCLUDING YOURS) WITH ONE HIT
PATHETIC	GET INFINITE LIVES (NO MEDALS CAN BE WON WHILE THE CODE IS ON)
DRJEKYLL	MAKE WATER CHOPPY



FIERCE DEITY DOINGS

One of the choicest masks in The Legend of Zelda: Majora's Mask is the Fierce Deity's Mask. Unfortunately, you've been able to use it only in boss battles. Until now, that is . . . because we've discovered a trick to let you wander all over Termina in Fierce Deity mode! First, you must put on the Bunny Hood, warp to the third day and go to Sakon's hideout in Ikana Canyon. Once there, slow down time, approach the hideout and look at the door—you will see a small crack on the right-hand side. If you run and roll at the crack, you will eventually slip inside. (If you get through but fall into the water, climb back up and try again.) Once you're inside, talk to Kafei. The two of you will then begin racing through a maze in an attempt to save the stolen Sun's Mask. During the race you will gain temporary control of Kafei. While you're controlling him, bring up the menu and replace the Bunny Hood with the Fierce Deity's Mask. When you control Link again, he will have no choice but to don the new mask. If you manage to complete the maze, you'll appear at the entrance to Sakon's hideout as the Fierce Deity! Turn around and dive into the water, then take the right-hand tunnel. It will lead you to the Southern Swamp. From there you can visit Clock Town, explore the landscape or just introduce the natives to your Great Fairy Sword!





The crack can be tricky. You may need to roll at it a number of times before you'll be able to slip inside.



Once you enter Clock Town, you won't be able to leave. You'll also need to duck if you want to enter buildings.

SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

to classified@nintendo.com or to the address above.

The journey through H2o and THQ's Aidyn Chronicles continues as our hero, Alaron, frantically searches for a cure to his poisoning. Grab a Chaos Sword and join Nintendo Power as we guide you through the next leg of your quest.

Aidyn Chronicles
The First Mage

TEEN T Animated Violence CONTENT RATED BY ESRB

The Rise of Chaos

Last month, we introduced you to Aidyn basics such as combat strategies, experience point distribution and teammate selection. We also walked you through the game up to the mountains near Erroman. This month's coverage will take you deep into the heart of Aidyn, where you'll encounter challenges and monsters beyond imagining. But if you're still having trouble in the goblin stronghold, take heart. We've posted new maps at our website, nintendopower.com.

Goblin Smashing NP



There are no two ways about it—navigating through the goblin stronghold in the mountains north of Erroman can be a taxing chore. Make your questing easier with our online maps, straight from THQ and H20 to you.

A Few Loose Ends

The powers of Chaos grow stronger by the day, and there's little time to waste if you hope to overcome the evil. Though Txomin, the king of Erroman, has instructed you to meet Ardra at the Wizard's School in Talewok, delay briefly before setting out. You still need to meet with some of the locals, do a little shopping and decide on the future makeup of your party.

The House of the Mirari Sisters









If you spoke to Oriana after leaving Castle Gwernia, you'll recall her telling you to visit her Erromanian friends, Gotzone and Zurene. To find them, leave Txomin's castle and locate the small bridge to the south.

Cross the bridge, turn right and follow the path until you see a ladder on your left. Climb the ladder, head north and climb the next ladder on your left—you'll be at the sister's front door.

Becan

Becan is a decent fighter with a high Ranger skill, so if you're short on herbs and gems, he makes a solid addition to the party. With the exception of the Ranger skill, however, Becan's talents are mostly ones that Abrecan already possesses.

Sticks and Stones



The Mirari sisters will escort you to a great feast in the caverns beneath the town. Talk to Yeraza, a Mirari elder, to receive Stormbreaker—a branch of wood that can calm even the fiercest tempests. Once your conversation is finished, explore the cavern to find a pair of traders. Purchase a Belt of Life if you can afford it.

Heroes Stay Free





The innkeeper at Erroman will offer you a free room in exchange for your service to the town. In the rear of the inn you'll find Becan, a former knight who has given up the ways of the sword for the gentle life of a shopkeeper. He'll join your party with a little coaxing. Search behind the purple glass sculpture in the lobby for a pair of Troubadour Gloves.

The Road Warriors



The road to Talewok is fairly straightforward—and many signs point the way—but as you travel you'll encounter a number of enemies. If you fought all of the goblins on your previous quest, the battles are very winnable—but be especially wary of Bandit Bosses. They use magic and have high stats, so take them out quickly. You should also spend time searching the surrounding countryside for treasure.

Hidden Headgear







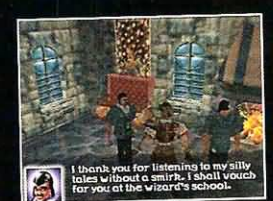
The road to Talewok veers around a forest that contains a cave with a Wizard's Hat inside. Follow the road until you see a clearing on the right. Walk through the clearing until you find a scorched-looking patch of earth. If you're lost, look on the map for a circular opening in the otherwise dense forest.



Godric

Godric, the mad alchemist, is waiting at the Wizard's School, giving you a second chance to add him to the party. He knows Elemental magic, which gives him many powerful offensive spells, but he remains next to useless in physical combat.

Back on Inn



The innkeeper's son at Talewok has a number of long and boring tales to tell. If you listen to his woes without a peep, he'll vouch for your good name at the Wizard's School. Enter the middle room of the inn to see a short cut-scene with Brenna.

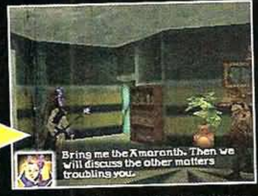
Regarding Guarding



The first guard at the Wizard's School demands to know your name—tell him a nonsense word to pass. The guard at Ardra's door won't let you in until you mention Yeraza. If you have enough experience and gold, the professors will teach you new spells.

The Root of the Problem





Ardra is a powerful wizard, but even she can't heal your poisoning without some assistance. After looking you over, she'll instruct you to enter the woods behind her school and find a substance called Amaranth Root. Though she tells you it grows in the NW, it's actually in the NE—and it won't grow at all until you speak to Pandara, the Dryad Queen.

Into the Woods

You need to find Pandara before the Amaranth can be yours, but the enchanted forest is a confusing mass of tangled paths and switchbacks. Talk to other Dryads for assistance, but think twice before engaging them in combat—the winged ones are fierce warriors. Saying kind and complimentary words will help, but don't declare that they have a wild look in their eyes or you'll be attacked in force.

Pandara's Rocks NP







To find Pandara, follow the school's rear wall until you come to a break in the trees just past a mushroom patch. Enter the break and walk until you reach a large, mossy boulder, then follow the trees on your left until you're facing SW. Once you are, walk straight. You'll enter a rock-filled glade where Pandara awaits. If you're wandering in circles, go to nintendopower.com for a QuickTime movie of the trip.



Hide and Spell







Once you speak with Pandara, she'll make the Amaranth Root grow. Leave her glade and walk through the woods to the far southeast corner, where you'll see a black tree surrounded by mushrooms. The Amaranth is at the tree's base. Once you've secured the magical medicine, have Brenna use her thieving skills on the tree to get some gold, then return to Pandara. If you can't find her glade, leave the woods and follow the path you used the first time.

Making Melodies



Pandara has another gift for you, but she must first be wooed with a well-sung ballad. If your Troubadour skill is low, she'll cover her ears in disgust—but keep trying. Eventually your rusty voice will win her over and she'll give you a magical amulet.

Class Is in Session





Return to Ardra with the Amaranth Root. Once she realizes she can't cure you, you'll be sent to Port Saiid to locate a wizard named Cradwagh. He lives on a small island, so you'll need to charter a boat. Before you go, browse through the school's extensive library if you have the Loremaster skill. Once you're ready to leave, take the south bridge out of town.



Spells Chart



As you progress through the game, you'll be able to master different and more powerful kinds of magic. Below is a chart that describes some of the best spells that you can learn. Note that there are four schools of magic and you must be of a school to use its spells. The exception is Alaron, who can cast any spell if his Wizard skill is high enough.

Name	School	Rank	Dam.	Range	Description	Restrictions
Earth Smite	Elemental	6	4	1m/Rank	The target of this spell is struck by a large chunk of earth and crushed.	Must be human sized or smaller
Exhaustion	Necromancy	2	0	1m/Rank	Target loses 2 strength for each Rank of the spell.	None
Mirror	Neutral	6	0	1m/Rank	Effectively reflects the next few spells cast on the target.	None
Web of Starlight	Star	3	2	1m/Rank	Target is enclosed in a glowing web and will take damage each round in which it is stuck.	Must be human sized or smaller
Wall of Bones	Necromancy	5	0	1m/Rank	Any single target within range is surrounded by a wall of bleached bones and cannot attack, cast spells or move.	Targets need a True Name
Clumsiness	Star	2	0	1m/Rank	Target loses 2 Dexterity value for each rank of the spell.	None
Stupidity	Naming	2	0	1m/Rank	Target loses 2 Intelligence for each rank of the spell.	None
Brilliance	Naming	2	0	1m/Rank	Target gains 2 Intelligence per Rank of the spell.	None
Teleportation	Naming	8	0	2m/Rank	Caster teleports to a chosen point on the battlefield within range.	Caster only

A Port of Import

Much like the journey to Talewok, the road to Port Saiid is littered with monsters and bandits. Once you reach the Port Saiid bridge, you'll need to talk down an overeager knight-in-training named Arturo. You'll return to him in a bit, but be sure to explore both the beaches to the left and dusky cliffs to the right for gold, weapons and other treasure.

A King's Ransom



Before you reach the Port Saiid bridge, but after you're within sight of the beach, bear right and explore along the tree line. Nestled deep in the darkness is a chest that contains 5,000 pieces of gold.

Slay the Ogres



Ogres can be an imposing sight, but since they are so slow and bulky, a team with high dexterity can take them out before they do much more than grunt. They usually carry lots of gold, heavy armor and powerful weaponry, too.

Arriving at Port Saiid

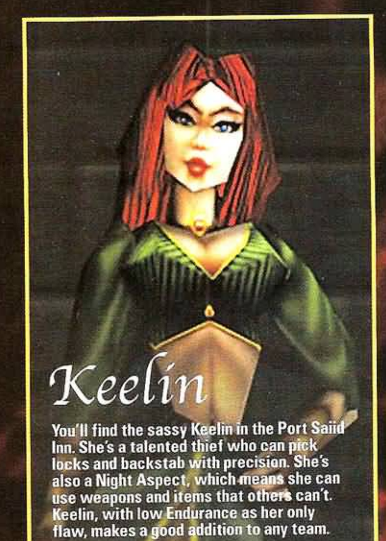
For a town that makes its living by the ocean, the denizens of Port Saiid are surprisingly unwilling to help you charter a boat. The merchants usually pay pretty good money for your plunder, however, and you can find powerful weapons like the Heartseeker Bow for a decent price. Be sure to visit the bandit merchant in the cellar of the first house on the right.

Beam Me up, Alaron





Take a look at the pond outside the gates to Port Saiid. If you enter the water you'll locate a treasure chest with a Teleportation Spell inside. It's quite handy, but you must be a level-8 Wizard before you can learn the spell.



Keelin

You'll find the sassy Keelin in the Port Saiid Inn. She's a talented thief who can pick locks and backstab with precision. She's also a Night Aspect, which means she can use weapons and items that others can't. Keelin, with low Endurance as her only flaw, makes a good addition to any team.

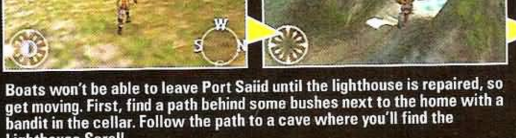
Fire up the Lighthouse











Boats won't be able to leave Port Saiid until the lighthouse is repaired, so get moving. First, find a path behind some bushes next to the home with a bandit in the cellar. Follow the path to a cave where you'll find the Lighthouse Scroll.

Leave town, take the left branch of the road (the one with no sign) and make your way to the lighthouse. Upon arrival, go to the top floor and use the scroll to light the flame. Search a cave under the lighthouse for gold.

Arturo

Arturo is well-armed and strong as an ogre, but he's incredibly slow. Unless you want to spend half the game building up his dexterity, it's best to leave him at the bridge. That doesn't mean he's useless, however. A sly trick with characters you won't use is to let them join your party, take their armor and weapons, then send them packing.

Bounty Hunting



Talk to a merchant near the docks in Port Saiid. He'll ask if you have solved the town's Arturo problem. If not, return to the burly knight and convince him to let the townsfolk pass. Whether or not Arturo joins your party, the merchant will give you gold as a reward.

Sail Away

Once the lighthouse again burns brightly, you'll be able to sail to Cradwagh's Island. Haggle with the sailor on the dock until he agrees to take you for 400 gold. Along the way, a fierce storm will strand your party on an uncharted island. It's a desolate and spooky place, but summon your courage and explore.

Them Bones



One of the most powerful spells in the game is Wall of Bones, a Necromancy spell that traps its victim in place behind a barrier of bleached bones. You'll find a Wall of Bones Wand on the island. Follow the coastline until you see a Warp Portal atop a hill. Behind the hill, half-buried in sand, is a chest with the wand inside. It holds only five charges, and you'll need one very quickly—so use it wisely.

The Chaos Temple



The skull-shaped Chaos Temple is packed to the gills with some very tough monsters, but the rewards are well worth the struggle. Save your game often and keep an eye out for Chaos Robes, Chaos Shields and a second Teleportation spell.

Meeting Marquis



You can't defeat the creature Marquis with weaponry, but a single blast from the Wall of Bones Wand will freeze him in his tracks and grant you an amulet that lets you control him. Perhaps you'll meet again?

On to Cradwagh's Island







Once you've cleared the Chaos Temple and defeated Marquis, return to the boat and continue on to Cradwagh's Island. Upon arrival, make your way to the center of the island, where you'll find the wizard being attacked by Chaos Monsters. You'll be too late to save his life, so pack up his body and bring it back to Talewok for a proper burial. Remember to explore the caves on his island before you go.

At the Funeral



Return to Talewok and tell Ardra the grim news, then proceed through the town to a large, glass-covered house where old friends have gathered to pay their respects to Cradwagh. Listen to the eulogy, then strike out for the free town of Terminor.

Even More Magic

We've taken you almost halfway through the massive world that is Aidyn, and the rest of the journey will be up to you. You'll continue the quest by battling against powerful trolls, evil necromancers and even dragons while you learn new and unbelievable spells like Crushing Death and Wraith Touch. Additionally, there are five more possible party members that you haven't even discovered yet. Battle on, brave Alaron. And may the wind of victory be always at your back.



A HERO FOR ALL AGES

THE LEGEND OF ZELDA SERIES AND HYRULE'S HERO, LINK, RETURN TO GAME BOY COLOR THIS SPRING WITH THE SIMULTANEOUS RELEASE OF TWO AWESOME ADVENTURES DEVELOPED BY NINTENDO AND CAPCOM. LAST ISSUE, WE TOOK A FIRST LOOK AT THE LEGEND OF ZELDA: ORACLE OF SEASONS. THIS ISSUE, WE FOCUS ON ITS COMPANION, THE LEGEND OF ZELDA: ORACLE OF AGES.

Using the power of the Triforce, Link travels to the land of Labrynna, where a sorceress has taken control over the will of the citizens for her own evil intentions. The struggle takes place in one land over two time periods—Link's present and an age of hardship 400 years in the past. Link harnesses the power of the Harp of Ages to pass through time and face off with the sorceress, Veran, in both the present and the past. He is in for the challenge of all time—he must protect history, defeat Veran and restore order to Labrynna.





Oracle of Seasons and Oracle of Ages are the result of a collaboration between game developers from Nintendo and Capcom. The Japanese website **Ki no ue no Himitsu kichi** recently conducted an interview with Nintendo's renowned **Shigeru Miyamoto**, Capcom game producer **Yoshiki Okamoto** and Capcom director Yoshifumi Yamashita about the process of making two new Legend of Zelda games at once. Following are excerpts from that interview.



History Rewritten

With her sights set on controlling the land of Labrynna, Veran, the Sorceress of Shadows, plans to change the past so that she can rule over the present. The power that she needs is in the hands of Nayru, the Sorceress of Ages. As the adventure begins, Link travels to Labrynna and unintentionally leads Veran to Nayru. When Veran takes control over Nayru's mind, they both disappear into the past. With that, present-day Labrynna begins to change, reflecting a shift in the land's history. Link must travel to the past and right Veran's wrongs before the Sorceress of Shadows can take over completely. On his quest, Link will uncover the Harp of Ages and the eight Essences of Time—items that will give him the power to fight the evil Sorceress. The past and present of Labrynna are in his hands.



When Link arrives in Labrynna, Veran tricks him into leading her to a hidden grove, where Nayru, the Sorceress of Ages, is singing.



Veran takes over Nayru's mind and opens a portal to the past. Then, she takes Nayru to another time in the history of Labrynna.



After Veran changes history, some things in the present change to reflect the land's new past. Natural events occur, creatures disappear and chaos reigns.



Discover Labrynna

The land of Labrynna is vast and mysterious. As you guide Link through his quest, you will find the hiding places of the eight Essences of Time in a wide variety of terrain types, including the Fairies' Woods, the Nuun Plateau, Crescent Strait and the Sea of Storms. You'll also meet many characters—old and new, good and bad. Familiar characters include the Zora King from Ocarina of Time and Tingle from Majora's Mask. Besides Nayru and Veran, the most prominent new character is an old friend of Nayru's who has also set out to find her. He will goad you on over the course of your journey and provide some clues about the road ahead.



Question: The Capcom team started by developing the games on its own. At what point did you decide that you needed more input from Nintendo?

Mr. Okamoto: The members of our team weren't agreeing over the direction that game development should take. I thought that we should produce a new version of the first Zelda game (released for the NES in the U.S.) for Game Boy Color. Then, if it went well, we could move on to the next stage (making a more ambitious game). But my people wanted to skip that first phase and create their own Zelda game from the beginning. Mr. Miyamoto normally creates the game scenario (story and characters) after the initial game play is designed. If the action part of the game is solid, the scenario can be developed from there. We started by using the Capcom scenario creation company, Flag Ship, to create the scenario first. Then we created maps and started developing the game. I don't believe that worked.

Mr. Miyamoto: (Laughs) That didn't work?

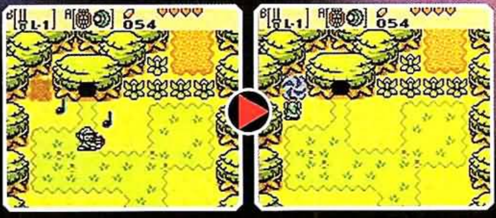


Time Is Your Tool

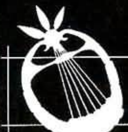
To save the Sorceress of Ages and bring peace back to the land, you will travel back and forth through time by playing Nayru's Harp of Ages. When you play the Harp of Ages in some areas, a magical whirlwind will appear. Enter the whirlwind to make time shift from past to present or present to past. That ability to travel through time will help you explore remote parts of Labrynna. If you move a stone to redirect the flow of a stream in the past, for example, you can return to the present to discover that what was once a difficult-to-cross lake has become an easily navigable field. You can also plant seeds in the past and return to the present to find trees and vines that you can climb to reach high places. The cause-and-effect relationship between the past and the present is the basis for many of the game's challenging puzzles.



Early in your travels through Labrynna, you will find the Harp of Ages in the basement of a house.



Play the harp in certain parts of the land to make a magical whirlwind appear. That whirlwind is your key to the past.



Restore Power

As you explore the land, you will enter dungeons where you will take on the agents of Veran and get one step closer to your battle with the Sorceress of Shadows herself. With every dungeon victory, you will recover one of the eight Essences of Time. Those prizes give strength to the Maku Tree of Labrynna and help it grow, restoring power to the land. After you have collected all of the Essences of Time, you will earn the power that you need to face off with Veran.



The Maku Tree gets strength from the Essences of Time and helps restore power to the land.

Mr. Okamoto: Using that system, the team had to redo both the scenario and the maps several times to make all the elements fit. During that process, we realized that, since the Game Boy Color screen is narrower than a TV screen, the player must scroll the screen to the left and right to see the whole room. That created some difficulties in game play development. If you see a crack on a wall, you know that you need to use a bomb to break through. But, if you can't see the crack because all of the walls in the room aren't visible at once, you could miss it. That led to more difficulty in developing the maps.

Question: So, you asked for Mr. Miyamoto's help about a year after you started the project. Is that right?

Mr. Okamoto: Yes. I would say it was more of an SOS signal.

Mr. Miyamoto: (Laughs) Not just a call for help.

Question: Did you have to start from the beginning after that?



HELPFUL TRIO

Three new friends from Oracle of Seasons also join up with you in Oracle of Ages. As you explore the land, you will find Ricky, the kangaroo, Moosh, the winged bear, and Dmitri, the Dodongo, each in need of your assistance. When you give them a hand, they will return the favor by helping you in difficult situations. Each character has a strong attack and can clear a particular obstacle that you cannot clear on your own.



MOOSH

Moosh, a blue polar bear with wings, has a powered-up attack that shakes the ground and damages all of the enemies in the area. You can ride on Moosh's back as the bear flies over gaps that are too wide for Ricky to jump. The only obstacle that stops Moosh is deep water.

DIMITRI

If you want to cross water, you'll need Dodongo Dimitri on your side. When you climb on his back, he can take you upstream, through waterfalls and over deep water. The only thing that rivals his passion for swimming is his appetite for enemies. He can devour many attackers in one gulp.

RICKY

When you befriend Ricky, the boxing kangaroo, she will give you a ride in her pouch and use powerful punches to take on your enemies. She can carry you over holes and to the top of short cliffs. Ricky's powered-up punches release tornadoes that will clear a path through tall grass.

Mr. Okamoto: No. The basic programming was done. We were able to proceed in the right direction from there. At that point, I asked Mr. Yamashita to join the project and I started to use Mr. Miyamoto's name when talking to the development staff. Everyone worked harder if I said "because Mr. Miyamoto said so!" (Laughs)

Mr. Miyamoto: Even if it wasn't that important?

Mr. Okamoto: It didn't matter how important it was. When I said "Mr. Miyamoto said so," they said, "Yes, yes. We'll do it!" My people really threw themselves into their work when I said the name "Miyamoto."

Question: So, that was effective?

Mr. Okamoto: Yes. It was very effective. They don't care when they hear "because Mr. Okamoto said so."

Mr. Miyamoto: That's because Mr. Okamoto is always overseas. (Laughs)





Natural Power

In both Oracle of Seasons and Oracle of Ages, you will find five types of Mystical Seeds that can help you fight enemies and explore the game world. Ember Seeds contain the essence of fire at their core. By tossing an Ember Seed, you can light a torch or fight off an enemy with a ball of flame. Gale Seeds allow you to travel quickly to any of several locations, wherever Mystical Trees grow. When you use a Pegasus Seed, you will have the ability to run very fast for a short time. You can use the pungent power of a Scent Seed both to attract and to attack certain enemies. Mystery Seeds have unpredictable powers. You won't know what they do until you use them.



You can use a Gale Seed to warp to any Mystical Tree.



Ember Seeds can be used to light torches and burn obstacles.



Metal Magic

Among the magical items of Holodrum (the setting for Oracle of Seasons) and Labrynna are dozens of rings. Each ring will grant you a different type of power. One ring increases the power of your sword. Another ring slowly regenerates your health. A collection of rings allows you to disguise Link as different enemies, such as Octoroks and Moblins. When you find a ring, you must take it to a jeweler before you can realize its power.



Rings give you a variety of powers. You can carry up to five rings at once.



Mr. Okamoto: Yes. That's true.

Mr. Miyamoto: I think I understand their enthusiasm. They played Mario and Zelda games when they were growing up, and now they are in the position to develop those games. This is very special for them. I really appreciate their efforts.

Mr. Okamoto: But I didn't expect so much enthusiasm.

Mr. Miyamoto: They don't want to be embarrassed [by poor products].

Mr. Okamoto: Mr. Miyamoto can always see the big picture. There were some issues that we could not see clearly from the beginning. After we started to produce a three-title concept, where players would reach the same goals no matter in which order they chose to play the games, it was difficult for us to see all of the problems in making three linking games. When Mr. Miyamoto said, "Wouldn't it be simpler to create two titles, instead of three?" we said, "Yes, of course!" He really saved us. Then, we moved in the direction of the two-title concept. To be honest, I think that it would've been impossible to develop three titles like that.



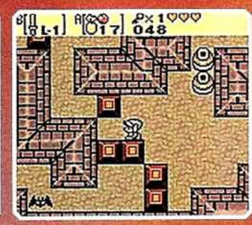
Oracles Connect

In last issue's preview of Oracle of Seasons, we reported that Oracle of Seasons and Oracle of Ages would have a special linking feature. When you complete one of the games, you will earn a password that you can enter into the other game. The password allows you to start the second game with four hearts, instead of three, and it causes some characters in the second game to talk about events from the first game. We have also learned that you will earn passwords in the second game that you play. Enter those passwords into the first game to earn items, such as rings, that you might not have been able to collect when you played the game for the first time.











Prepare to Play!

Whether you start by playing Oracle of Seasons or Oracle of Ages, you are in for a rewarding journey with two all-new Legend of Zelda adventures. You can play them as stand-alone games or as connected quests, each telling one half of a long story. Both games feature solid game play, intriguing characters, rewarding battle and the ability to control a powerful natural force (the passing of seasons or the passing of time). Your adventure awaits!

Even now (with two titles releasing simultaneously) we are working very hard to prevent program bugs.

Mr. Miyamoto: When the concept is to develop two games that link together, it is easier if both titles work under the same basic program. But for this project, we had to link two completely separate programs. One reason for launching both titles at the same time is that it's more fun [for players]. Another reason is that we can test them together. If we released the titles separately, it would be more difficult to match the second game to the first game.

Question: Did you ever consider combining both games into one big adventure if memory size allowed?

Mr. Okamoto: We wanted to go in a different direction from the big serious story games like Final Fantasy. This is an action-oriented RPG. It's a "lighter" style, kind of like a weekly TV drama (as opposed to an epic film). We knew that we could use the same basic style as the existing Zelda games and make two really fun games. We also liked the possibility of having multiple endings and the replay value that you get from two linking games. I knew that we could project a fun, entertaining style with multiple titles.

KIRBY Tilt 'n' Tumble™



Teetering on the Pink

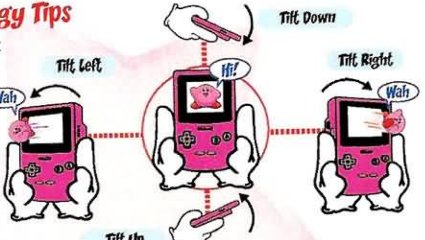
Kirby is gaining momentum in a new Game Boy Color title from HAL Laboratory and Nintendo. The heroic pink puffball must tumble through troublesome territory to recover stolen stars scattered across the sky by the nefarious King Dedede. There's a added twist to the tale, however. The innovative game requires you to tilt and turn your GBC to make Kirby move.





Tilt Response Technology Tips

After you set a neutral position at the beginning of the game, you can move Kirby around as if he were a ball bearing on top of the screen. You can also pop Kirby into the air with a flipping motion. Don't move the GBC too much, though, or you won't see the screen.







Stage 1: Big Sky Country



Once you get the hang of the control scheme, you should have an easy time with the first level. Concentrate on collecting stars and star pieces. Star pieces are easier to find, but you'll need a bunch of them to receive a reward. Read the tips below for each map from the bottom to the top.

LEVEL 1-1

Red Star

Grab the Red Star in the upper right-hand corner of the goal area before you finish the level by jumping on the goal. Your percentage score in the game reflects the number of Red Stars you've collected.

Try jumping to the center of the goal for more points. The closer you get to the center of the target, the greater the point total. A bull's-eye will earn you a 1-Up.

Bound between the bumpers on the narrow walkway to earn a 1-Up. Be careful not to tilt to the left or the right in the process—or you'll go over the edge.

Blue Star

Smash through the cracked blocks beyond the first gate to find a Blue Star. When you complete the level, you'll be able to play one of the bonus games.

Warp Star

Tilt the game to make a sliding door open, then grab the Warp Star for a journey to a bonus area. Jump on the ? Hole to make Yellow Star Pieces appear, then quickly collect them.

A bevy of bumpers can help you stock up on extra lives, known as 1-Ups. Hit the bumpers several times to become invincible, then destroy them to collect 1-Ups.

LEVEL 1-2

You should have a little time left on your last balloon as you reach the finish. Line yourself up with the center of the goal to earn a 1-Up or some extra points.

There are many items to collect at the end of the course, but you'll run out of time if you try to collect everything. Shoot as many Bronto Burts as possible.

Red Star

Fire two Air Blasts at the first UFO you encounter, then grab the balloon to extend your flight time. You'll be able to pick up the Red Star near a platform to the right.

You can make short balloon flights from platform to platform on the lower part of the course. If you use the Warp Star, you'll bypass the area and proceed to the gate.

Warp Star

Float down to the Warp Star platform on the lower left-hand side of the course. Jump to the left-hand side of the platform each time the hand grabs you for more Star Pieces and 1-Ups.

LEVEL 1-3



The last platform before the goal is extremely narrow, so make sure you tilt the GBC straight and slightly forward. Lean into the last jump to the goal to get extra points.



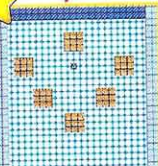


You can leap between clouds on the rotating platforms to grab the Red Star Pieces floating in the air. Remember that you can control the speed of rotation by tilting the GBC.



A Microphone just beyond the gate will allow you to destroy enemies for double the points you would receive for flipping near them. Be careful not to roll over the edge.

Warp Star



The Warp Star will take you to a platform filled with enemies and clusters of items. You can grab the Invincibility Candy then collect Star Pieces or stopwatches with impunity.

Red Star



Rip through the three Jump Pads as fast as you can to make yourself invincible, then destroy the bumpers on the next platform to collect a Red Star and a Warp Star.

FINISH

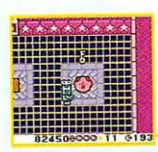
START

LEVEL 1-4

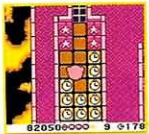


You can leap over walls in the grid near the end of the course by using Jump Holes located in each square of the grid. Remember that you can't control the direction of your jumps from the round Jump Holes.





The Blockbot in the center is standing on top of a ? Hole that contains a Microphone. The Blockbot in the upper right-hand corner is hiding a key to the locked gate.



It's easy to miss a cache of items in the lower right-hand corner of the screen if you aren't careful. Flip to decide which item you want, then stock up before moving on.



Two Blockbots will block the path until you roll over four switches on the floor. Be sure to roll over all four before any of them pop back up.

Red Star



Jostle the Blockbot on the right-hand side out of its hole then pick up the hidden Red Star it leaves behind. Bumping it won't hurt your health.

FINISH

START

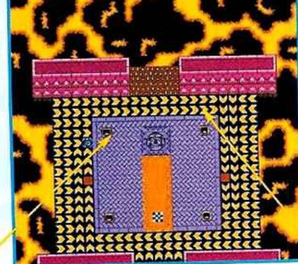
Orbliterate the Boss

When you reach the finish line of the fourth course, you'll be warped automatically to the boss area. The Orbservor will then pursue you around the enclosed area.





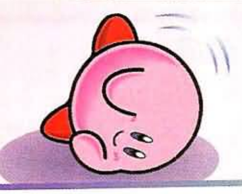
Use the square Jump Holes in the four corners of the boss area to launch yourself at the Orbservor as it approaches. You'll need to score three hits to defeat the spinning Cyclops.





After a successful hit, the Orbservor will spin violently around the area. Use the Blast Boards to stay out of its way.

Stage 2: Tilt 'n' Tunnel



The second level adds several new challenges to the mix, like underground tunnels and sliding Jump Pads. You'll also find the enemies to be much more aggressive and stubborn than their mild-mannered counterparts on the first four courses.

LEVEL 2-1



You'll need precision timing to collect two moving Red Star Pieces while avoiding a moving bumper. A bad jump may send you over the edge.





Jump in the ? Hole to reveal Blue Star Pieces along a treacherous corridor. The hopping enemies will jostle you off the edge if you aren't careful.

Blue Star

Three quick jumps will render you invincible so you can destroy the diagonal bumper. Collect the Blue Star underneath it to play a bonus game.

Red Star



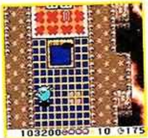
Flip to turn the long bumper red, then bounce on top of it to become invincible. You'll destroy the bumper once you turn invincible, revealing a Red Star.

Warp Star



Roll into a hole in the mesh to reach the Warp Star in the lower right-hand corner. After you've warped, grab the Invincibility Candy then smash through blocks for items.





Avoid the patrolling Blinkbats by rolling into holes in the mesh flooring. Don't try to attack them unless you're invincible or you have a power-up.

FINISH

START

LEVEL 2-2



The ? Hole at the end of the course will activate a field of Yellow Star Pieces. Collect as many as you can before time runs out then jump into the goal.

Red Star



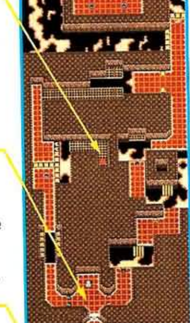
A Jump Pad with a rotating directional arrow can propel you to a nearby lift, but you need perfect timing to make the jump. Your reward is a Red Star.



A roll of the die—accomplished by flipping in front of it—will decide whether you go left or right. You'll want to go left—that's where the Red Star is located.



A lift will disappear then materialize in a gap between platforms. Make sure you board the lift after it materializes, or you'll fall from the clouds.





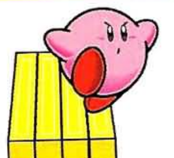


There are two Warp Stars to the same area, depending on the direction you go. Hop on the second lift in the warp area then ride to the right for two 1-Ups.





The many moving lifts on the level require delicate tilting and patience. Tilt toward a solid wall if you're having trouble staying on the platforms.



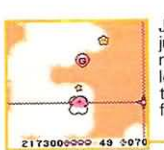


LEVEL 2-3

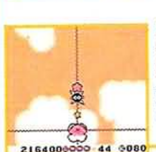
Warp Star



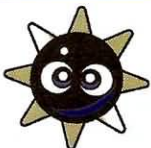
The Warp Star platform is directly above the upper-left corner of the cloud grid. After you reach the warp area, proceed to the lower-left corner of the platform to grab the Invincibility Candy, then roll through the blocks.



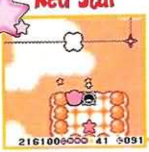
Jump right at the second junction then move up the right side of the grid. Jump left at the next junction then hop on the balloon to fly to the Warp Star.



Head up the center path until you reach a spiked enemy then jump over it just before it reaches you. Repeat the process if you encounter other enemies.



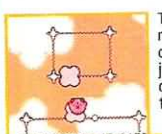
Red Star



Ride your cloud to the first junction on the grid then jump to the right. Line up the cloud with the platform beneath it then jump down to the Red Star.



Jump up to get past the bumper in your way, then continue until you reach the end of the cloud's circuit. Tilt slightly to the left, then jump to reach the platform.



The clouds on the course move along preset circuits, making it tricky to jump between them. You can control their speed by tilting the GBC.



FINISH

START

LEVEL 2-4



Four ghosts will slowly float in a circular pattern on and around a narrow walkway. Wait for the last ghost in the procession to pass, then jump in line behind them.







Tilt left and right to move the sliding gates out of your way. It will take some delicate maneuvering to keep them open and roll past them at the same time.



Carefully time your jumps from one sliding Jump Pad to the next. If you miss a jump, the Blast Boards will send you tumbling back to where you started.

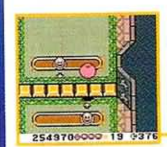
Red Star



By destroying the right bumper, you'll expose a Jump Pad. Use it to jump to a second Jump Pad to the right then proceed to the Red Star in a small alcove.



Avoid landing on the cloud after you blast off the cluster of Boost Pads. Become invincible by bouncing off the Bounce Pads then destroy the right bumper.

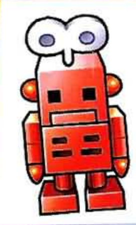


Ghosts will appear randomly in the sliding Jump Holes, so look before you leap. Keep in mind that some of the Jump Holes will send you backward instead of forward.



Roll over six floor switches to move the Blockbots out of the way. Wait until the ghost is out of the way then do a quick circular roll. The switches pop back up if you aren't fast enough.



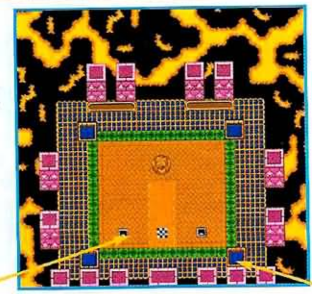


Pounding Headache

Your second boss battle will be complicated by collapsing floor panels and a dangerous ledge. A tunnel under the floor will give you a safe place to hide when the Orbservor starts pounding the ground.



Use the same technique that you used in the first boss battle: Wait in a Jump Pad until the Orbservor approaches then jump on its eye. After you score a hit, the boss will start pounding the platform, creating more collapsing floor panels.





The tunnel under the mesh floor is the best place to be when the Orbservor starts pounding on the floor. Pop back out when it's vulnerable to attack.

Blue Star Bonus Game Bonanza



If you manage to pick up a Blue Star, you'll earn a trip to the Bonus Star after you finish the course. You can play any of five minigames, but you'll get to play only one game per trip—so make the most of it.

If you find a Blue Star during regular play, the Bonus Star menu will appear after you finish the course. Success will earn you 1-Ups!

Kirby's Burst-a-Balloon



Tilt your GBC to position crosshairs over balloons as they float up. You'll have a limited number of arrows to fire, but you can shake the GBC to reload. Get combo points by hitting all the balloons as they appear.

Kirby's Hurdle Race



Kirby's Hurdle Race is a button-masher that requires you to hit the A Button repeatedly and flip the GBC to jump the hurdles. It's difficult, like chewing gum while thinking.

Do the Kirby



Watch Kirby's dance moves then reproduce the sequence using the Control Pad. If you make two mistakes, the game will end. Try writing down the moves.

Kirby's Roll-a-Rama



You'll need to roll two separate Kirbys into indentations on the screen. It's much more difficult than it sounds. Tilt the GBC very gently to coax the Kirbys into the holes.

Kirby's Chicken Race



Play a game of chicken with a chicken. Hold down the indicated buttons then shake the GBC to rev your engine. Don't shake too hard, though, or you'll go over the cliff.

Full-Tilt to the Finish

You'll have barely built up a head of steam by the end of the second level—there are many more exciting courses in front of our free-wheeling friend. There are many more dangers ahead, too, like slippery ice, deep water and cannon-firing enemies. With a little luck and a lot of balance, you'll be able to steamroll King Dedede and put him out of the star-stealing business once and for all.





Pokéchat

Pokéchat is on the first page of the Pokécenter this month so that we can bring you the *Pokémon the Movie 3* preview. We didn't want to miss an opportunity to answer your Pokémon questions!

Q: Why did the Pokémon Comic disappear then reappear?

A: With Gold and Silver on everyone's mind, it just seemed time to move up to the Johto Journeys. But all good things must come to an end, and this issue features the last issue of the Pokémon Comic in Nintendo Power.

Q: How do I get False Swipe? It sounds very powerful!

A: False Swipe is a powerful tool for catching Pokémon, but its base attack power is only 40. It always leaves a Pokémon with 1 HP, but that doesn't mean it will automatically take it down to 1 HP. It slowly chips away at a Pokémon's HP but always leaves it with (at least) 1 HP so you can catch it. Spearow, Paras, Scyther, Scizor, Farfetch'd, Cubone and Marowak can all learn the move, either by leveling up or as an Egg Move. There is no TM for False Swipe.

Q: Why are there spots for Mew and Mewtwo in Gold and Silver's Pokédex if you can't catch them in Gold or Silver?

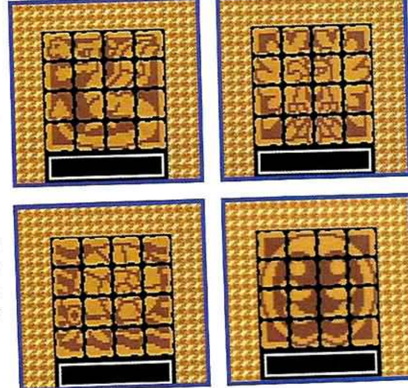
A: There are spots for all Pokémon in Gold and Silver's Pokédex, even though you can't catch every Pokémon in either game. You can have all the Pokémon in Gold and Silver, however, by trading between the games and Red, Blue and Yellow, and by getting hidden Pokémon such as Mew from Nintendo.

Q: Can any Pokémon use the Light Ball?

A: Any Pokémon can hold the Light Ball, but only Pikachu can use it. It doubles the power of Pikachu's Special Attacks. The Pikachu Professor Oak gives you in Pokémon Yellow is holding a Light Ball. Trade the Pikachu to your Gold or Silver game to get it.

Q: Can you show the solutions to the puzzles in the Ruins of Alph? I just can't figure them out!

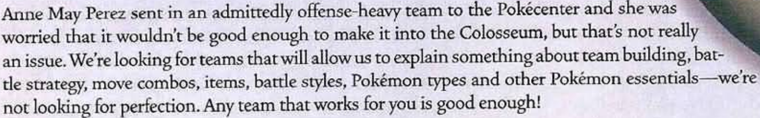
A: Sure. Pretty tricky, huh?



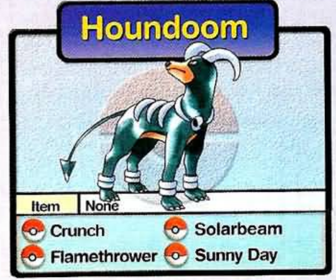
pokemon.com

Colosseum

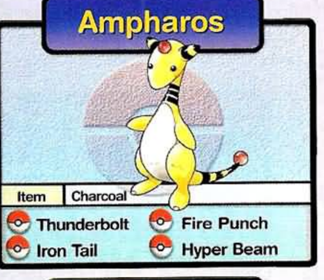
The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

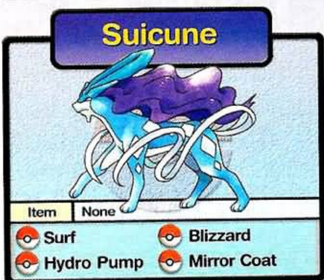


Anne May Perez sent in an admittedly offense-heavy team to the Pokécenter and she was worried that it wouldn't be good enough to make it into the Colosseum, but that's not really an issue. We're looking for teams that will allow us to explain something about team building, battle strategy, move combos, items, battle styles, Pokémon types and other Pokémon essentials—we're not looking for perfection. Any team that works for you is good enough!









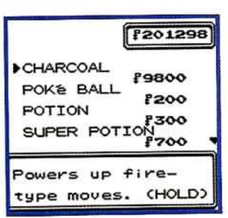




Last month's Pokémon Trainer liked using Rain Dance to make his water attacks stronger and Thunder much more accurate. Similarly, Anne May likes using Sunny Day to brighten up Solarbeam by making it usable every single turn without charging up. Sunny Day also multiplies the power of Fire-type attacks by 1.5, prevents freezing, halves the power of water attacks, reduces Thunder's accuracy to 50%, and doubles the healing power of Moonlight, Synthesis and Morning Sun. That's a lot! Anne May is using Sunny Day to power up Solarbeam and Flamethrower. If she wishes, she can breed a new Bellsprout to have Synthesis in addition to Sunny Day and Solarbeam, then she can raise it into a Victreebel. Since Giga Drain is the same sort of Grass-type offensive move as Solarbeam (though it does restore a little of Victreebel's HP as it does damage), she could trade it for Synthesis, which could restore HP twice as fast with Sunny Day. We're sure Anne May doesn't send Suicune in while the sun is still shining brightly, because some of its attacks will be diminished by the sunny weather.



The item your Pokémon is holding doesn't have to match the Pokémon's type. Items like Charcoal will multiply the power of a specific type of move, in this case Fire-type, by 1.1, giving those types of moves a small boost. Ampharos will already do very well with Fire Punch, and Charcoal gives it extra . . . punch.



Help the Charcoal Maker's apprentice round up his Farfetch'd in Ilex Forest, then go back to the Charcoal Maker's house in Azalea Town to pick up Charcoal. You can also buy Charcoal in Azalea Town's Poké Mart if you'd like more than one and don't want to restart your Gold or Silver game.

Pokémon University

Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.

ELM

OAK

How do I catch Pichu in Puzzle Challenge?

The formula for catching Pichu is simple, but actually doing it is pretty tough. Start a game on Normal difficulty or higher, then have a match that lasts longer than four minutes before you battle Clair in Blackthorn City. You'll be challenged by a Trainer named Pokéfan. If you beat her, she'll give you her Pichu. To accomplish the feat, you'll need to keep yourself from causing too much damage to the other player. If you clear the blocks in groups of three, you'll keep your board clear but you won't hurt your opponent. As the board moves faster, it gets harder.



Keep the game going for more than four minutes. It's tough!



Pichu is very happy when it wins a match.

How do I raise a Hitmontop?

The first step toward a Hitmontop is getting a Tyrogue. You can get one from the Karate King training in Mt. Mortar, or you can breed one with Hitmonchan or Hitmonlee and Ditto. Next, you must carefully raise the Tyrogue. When it hits level 19, check its stats. If Attack and Defense are the same, it will evolve into a Hitmontop when it reaches level 20. If its Attack is higher it will become Hitmonlee, and if its Defense is higher it will be a Hitmonchan. To ensure your Tyrogue becomes Hitmontop, feed it Iron to raise its Defense, or Protein to raise its Attack. You might have to stop its evolution with B a few times until you've evened up Tyrogue's stats.



Tyrogue's Attack and Defense stats are the same.



When it reaches level 20, it evolves into Hitmontop.

How do I get the items in the basement?

The first time you visit Goldenrod City's Department Store, you'll be able to reach only a small part of the basement because of the boxes blocking your way. If you walk around the small area, you'll see lots of items lying around just out of reach. After you've saved the Radio Station Manager from Goldenrod's Underground, you can climb up stairs that lead you to a different part of the basement. You'll pick up an item or two as you do, but there may still be items left. The secret is to return to the basement several times on different days. Eventually, the workers will move the boxes blocking your way, and you'll be able to pick up the items.



With patience, you'll reach every area in the basement.



You'll come up the stairs after you rescue the Station Manager.

Can I control what I get through Mystery Gift?

Yes, if you're gifting with your Pokémon Pikachu 2 GS. Otherwise, it's out of your hands. When you Mystery Gift with your Pokémon Pikachu 2 GS, the item you get depends on the number of Watts you send. If you send 1 to 99 Watts, you'll get Mail. For 100-199 Watts, you'll get a Berry. For 200-299 Watts, it's a Bitter Berry. If you want a Great Ball, send 300-399 Watts. For a Max Repel, try 400-499 Watts. Send 500-599 Watts for Ether. A Miracle Berry is your gift for 600-699 Watts. A Gold Berry is the prize for 700-799 Watts. You'll snag an Elixir for sending 800-899 Watts, and a Revive for 900-998 Watts. Finally, for 999 Watts, you'll get Rare Candy.



Rare Candy takes a lot of Watts, but it's worth it!



Mystery Gift with your Pokémon Gold or Silver for prizes!

Pokémon the Movie 3

Pokémon the Movie 3 hits theaters April 6, and the Poké-center is celebrating with four picture-packed pages of Pokémon movie goodness! *Pokémon the Movie 3* is really two movies in one—a short feature starring Pikachu and Pichu, plus a thrilling adventure starring Ash, Pikachu, Entei, Unown, Ash's Mom and a little girl named Molly. Molly's imagination and the Unown create many amazing things.



Molly and her father read about Pokémon like Entei and Unown. Molly's father is often away from home, which makes her very sad and lonely.



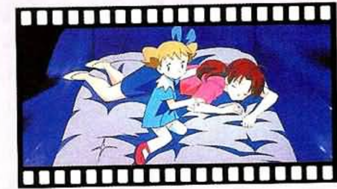
Molly likes the legendary Pokémon, Entei. Her father pretends to be the rare creature to make the five-year-old Molly laugh.



Molly's dad is an archaeologist searching for Unown. When he finally finds them, something strange happens and he disappears.



While playing with the tiles her father was looking at when he disappeared, Molly awakens the Unown. The Unown create Entei from Molly's imagination.



Molly asks Entei to bring her a mother to complete their family. Entei kidnaps Ash's mom, Delia, so she can take care of Molly and make her happy.



Ash, Pikachu, Misty and Brock decide to sneak in to the crystal-covered estate that Molly's imagination has created to rescue Ash's Mom.



Ash and Totodile break through the strange crystal shell that is covering the area surrounding Molly's house to find Ash's Mom.



Ash battles Entei, hoping to free his mother. Pikachu can't stand up to the nearly invincible Pokémon created by the Unown and Molly.

Making Their Silver Screen Debut!

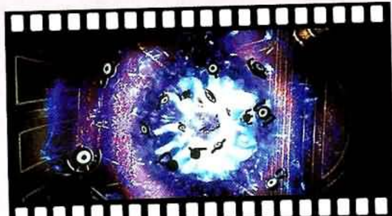
One of the coolest parts of *Pokémon the Movie 3* is that a lot of new Pokémon are making their debuts in animated form. If you've always wanted to see the Pokémon in action, you've gotta catch 'em on the big screen in April!





Poké Stars

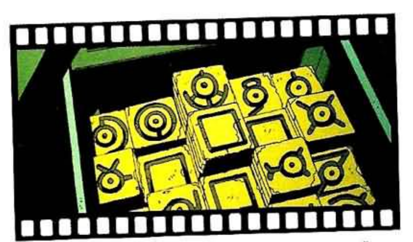
While many Pokémon are featured in *Pokémon the Movie 3*, Unown and Entei play very big roles. While it's not really explained, it seems that the Unown use their psychic abilities to turn people's thoughts and emotions into reality. The Unown feel Molly's loneliness and create Entei to keep her company. Molly's a very young girl, and she thinks that her father has somehow become Entei and come back to keep her company. Molly wishes she were living in the happy, magical land of the book she and her father were reading, so the Unown create a crystalline fairlyland for Molly and Entei to inhabit.



The Unown have great stores of hidden power which they use to turn Molly's strong, confused emotions and storybook fantasies into reality.



The Unown sing a haunting melody as they use their power to make Molly's dreams a reality. They start by turning Molly's beautiful mansion into a crystal palace.



Somehow, the Unown are summoned by touching the tiles etched with their symbols. Or are the symbols the Unown? Perhaps Molly's papa would know the answer…



The Unown sense Molly's sadness, so they bring Entei to life. Molly mistakes the Pokémon for her father, remembering that he pretended to be Entei when they played together.



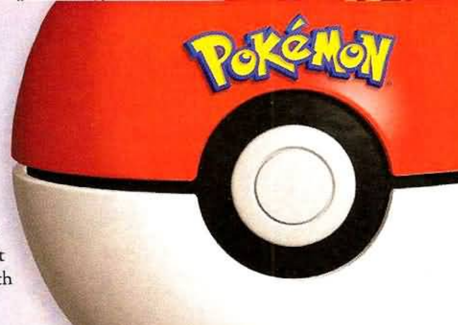
The legendary Entei uses its great power to keep Molly safe and to make her happy. He steals Delia Ketchum away from Ash because Molly asks for a mama.



Entei is not bad, it just wants to protect Molly. While Entei might be just a figment of Molly's imagination, in the end, it proves to have a real heart.

pokemon.com

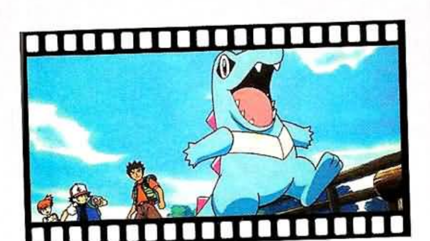
Battle On!



Some of the most exciting scenes in *Pokémon the Movie 3* come from the amazing Pokémon battles. There are several exciting bouts in the movie—Ash, Brock and Misty each have their turn dueling other Trainers and their tough Pokémon. Fan-fave Charizard even gets in on the action, taking plenty of heat battling Entei! Charizard sees that Ash is in trouble on a TV newscast, so it leaves Charical Island and flies to Ash's defense. Ash shows no fear and flies with Charizard while he's attacking Entei. It doesn't get much hotter than that!



Lisa, a friendly Johto Pokémon Trainer, uses Granbull in a battle against Ash. You can see her Pokégear around her neck. Lisa lends her Pokégear to Ash later in the movie.



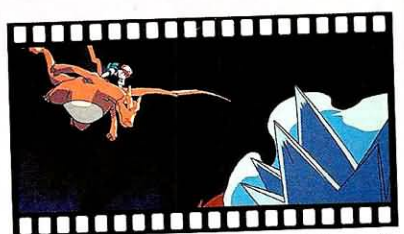
Ash's Totodile may be small, but it's got lots of spunk. Ash thinks he's a really great Trainer, but does he have what it takes to beat Lisa?



Brock's Vulpix tackles a match against a strangely grown-up version of Molly. Her Pokémon seem nearly invincible, but Brock is really great with Pokémon, right?



Ash and Charizard haven't always gotten along very well—it barely listened to Ash for the longest time. Ash kept working on his training skills until Charizard respected him.



Charizard attacks Entei from the air. Entei can't fly, naturally, but it can move like lightning. Charizard is very, very strong, but Entei is legendary.

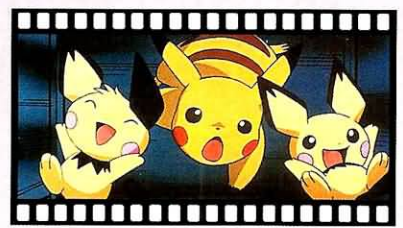


Charizard proves to be a great and loyal friend to Ash when it comes to Ash's side to help him save his mother. Ash rarely gets to sail through the air with his Pokémon.



Pichu Power

Pikachu and Pichu is the funny, Pokémon-centric short feature that stars a lot of new-to-animation Pokémon. Ash, Misty and Brock leave their Pokémon at a rooftop park in a big city, warning them to be careful and stay out of trouble. But Pikachu is always getting into silly situations, this time with the help of the Pichu brothers. If you'd like to see more of the animated action, be sure to catch *Pokémon the Movie 3* in theaters on April 6!

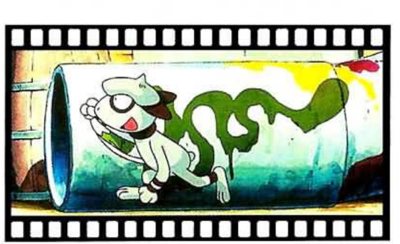


The Pichu brothers get Pikachu to come along with them on a journey through the city to meet their friends. Ahh, to be young...

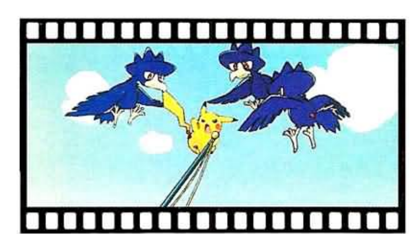
What is it with the Dark-type Pokémon? Houndour takes a strong dislike to Pikachu and the Pichu brothers, and a chase ensues. What a meanie!



The Pichu brothers have plenty of inner-city Pokémon pals! We're not sure that the Pokémon are native to the city, but their Trainers probably are.



Smeargle loves to paint anything and everything. But how does it change the color of the paint, and doesn't its tail get awfully dirty?



Some menacing Murkrow make life hard for poor, precariously perched Pikachu. The mischief-making Dark-types are just as pesky as Houndour.

Unown

Hitmontop

Smoochum

Magby

Entei

For more Pokémon news, be sure to check out pokemon.com!

Send questions, comments and teams to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073
pokecenter@nintendo.com



THIS SPRING
THE UNKNOWN SPELLS ADVENTURE
KIDS WB! PRESENTS
POKÉMON THE MOVIE 3
APRIL 6
Pokémon
Trading Card Game
Entei
50
FREE
with every admission to
POKÉMON 3 THE MOVIE
you can receive an exclusive reverse holographic Entei game card for the "Wizards of the Coast" Pokémon Trading Card Game.
www.wizards.com/pokemon
Available while supplies last.
Nintendo
WARNER BROS. FAMILY ENTERTAINMENT
AN AOL TIME WARNER COMPANY
www.pokemon.com
America Online Keyword: pokemon
Pikachu & Pichu
See the all new animated short film
Pikachu & Pichu.
Featuring dozens of pokémon in their first ever animated appearance.

The battle rages on for the people of Interactive Imagination's Magi-Nation for the GBC, as their struggle against the unspeakable evil of the Shadow Magi rushes to a shocking conclusion.

MAGI NATION™

EVERYONE E CONTENT RATED BY ESRB

A World of Trouble

Last month we escorted you through the first two areas of Magi-Nation, guiding you from the forested groves of Vash Naroom to the fungus-filled lair of the Underneath. This month we'll take you the rest of the way—including the fires of Cald, the waters of Orothe and the skies of Arderial. We'll even show you two secret areas where you can find Hyrens, the most powerful Dream Creatures in the game!



The Enemy Returns

Though you destroyed the second Shadow Geyser located in the Underneath, the folks who live there aren't out of harm's way yet. They're about to be paid a visit from Morag, an extremely powerful Magi and the brainpower behind Korg and Zet. Fight his evil the best you can, but don't be surprised when you fail.

The Fall of Tony Jones

Morag didn't become the leader of all that is evil and rotten overnight—it took years of intensive training and preparation. A young upstart like Tony has no chance against the practiced hand of a master Magi who can summon mighty Dream Creatures, raze towns and even transform people into worms.

Mashed by Morag



Morag's appearance in the Underneath is a bad sign for Tony. Though you may struggle valiantly, it is ultimately a battle that can't be won—no matter how powerful you may be.

Back to Gia



You will be saved from Morag's wrath by your friend, Wence, who heals your wounds and allows you to save. Strike out for Gia's after you do so.

Attacked Again



Just when things can't get any worse, they do. A surprise attack leaves Tony stumbling and transports the would-be hero to a kingdom known as Cald.

Fire It up

The fiery Cald is home to the grumpiest citizens in all of Magi-Nation. Time after time they demand your aid, only to reward you with yet another difficult task. You'll need to eliminate another Shadow Geyser and keep your honesty intact before you'll gain their trust. Townsfolk aside, Cald contains a couple of potent Dream Creatures that you should secure quickly.



Under Siege



Upon arriving at Cald, you'll find yourself thrust into the role of hero once again. The entire town has been overrun by a group of nasty Shadow Magi, and Tony is the only person strong enough to stop them. Move through the terrorized town and take out any Magi you encounter.

Hidden Hyrens



There's a secret cave that contains Flame and Magma Hyrens by the entrance to the Tunnels. Walk to where the mountain peak touches the red lava wall and move down and left to enter.

Valkan's Viaduct



The road to the third Shadow Geyser contains an impassable gap in its middle. Track down Valkan, Cald's master engineer, to solve the problem. He'll build a bridge if you secure a Lava Arboll for him. You'll find one in the nearby Lava Vent.



A Bridge Not Far Enough

Valkan's Lava Arboll plan proves unworkable when the bridge collapses. His next idea will require you to find the area known as Orothe and retrieve a relic called Agadon's Boots. Grab a key from Ashgar's house—it's on the right-hand side of the first bookcase—and head for the Boat Dock, accessible from the Lava Tube.

● The dot indicates recommended Dream Creatures. You'll want to collect the powerful allies.

Lava Vent

- Quor
- Lava Aq
- Kelthet
- Arbolit
- ● Lava Arboll

Hidden Hyrens

By stepping into the vortex, you'll warp to a secret area of the Lava Tube where you can battle Cave and Mush Hyrens. You'll need to fight a few battles to gain their Infused Animite.

Lava Tube

- Diobor
- Saberback
- Graw
- Drakan
- ● Lava Balamant
- Raxis

Find a Fireball

The hidden door in the Lava Tube is tough to open. Stand at the left-hand side of the second face from the left, then press the A Button while moving back and forth. Once inside, click on walls to find a hidden switch. If you're patient, the Fireball spell will be yours.



Sail Away



The ferryman drives a hard bargain, charging you 300 Animite for a one-way trip. Pay to get over, but don't fork out any money for the return trip. An inexpensive solution will present itself once you secure the jumping boots.

Whirlpool

Orothe's Vault

To Orothe

Finding the Vault



You'll meet a local named Orlon as soon as the chartered boat drops you off. Though he seems friendly enough, he knows nothing about the Orothe Vault—where the boots are supposedly kept. Enter the nearby house and search the bookshelf to reveal a secret staircase.

Orothe Tunnels

- Karak
- Abaquist
- Orpus
- Bwill
- Sharbloot
- Sea Jile

Blu's Clues



Use the map on the right to find your way through the confusing Orothe Tunnels. Once you've found the Vault, talk with a bored pirate named Blu. As he's been guarding the Vault for most of his life, he'll be more than happy to let you plunder it so he can embark upon a new career.

How Soap Is Made



Your journey back to Cald begins with a lunatic named Oflardt. Once he drops you off near Gia's house, go to the Tunnels north of her farm. If you wish to make a return trip by sea, you'll need to deal with the ferryman again. Tony can talk down the price to 50 Animite, but if you try to go any lower, he'll raise the cost permanently.

Lava Leaping



Agadon's Boots allow you to leap over a lava flow in the Tunnels and proceed to Cald. Take time to find every nook and cranny of both the Lava Tube and the Tunnels—the areas are packed with Waters of Life and other useful items.

A Geyser Advisor

The third Shadow Geyser is a tricky maze of blocks, lava pools and one-way tunnels. The battles aren't very difficult, but you'll want Tony to be around level 30 just to be on the safe side. Don't forget to get a Lava Balamant ring made before you attempt the geyser. Also, consider taking along an Arbolit, which can learn useful healing spells.

The Core

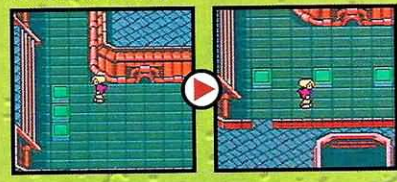


The Old Switcheroo



Lava must flow through the geyser before Tony can reach the Core, but walls block the way. Switches that snap off will only lower a wall, but those that remain intact may be used to raise and lower walls as many times as necessary.

It's a Block Party



The lava isn't deep, so Tony can use blocks to leap from one area to the next. Align blocks with an area's entryway, but don't space them more than two block-lengths apart or you won't clear the jump.

A Woman Scorned



As you near the end of the geyser, a mysterious woman named Warrada will appear out of the shadows and whisper cryptic nothings in Tony's ear. Don't ponder her meaning for long, however—you'll discover what she wants soon enough.

Crush the Core Keeper





The third Core Keeper is none too friendly. Use the Cave In spell to lower his defenses, then unleash your most powerful Dream Creatures. The Flame Geyser spell is also effective, but it hurts all creatures on-screen, including yours.

Cald Geyser

Shryque	Koil
Core Grag	Borgor

Boogie Down



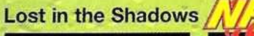
Explore Cald's victory party before accepting the offer to see a surprise. If you haven't returned Ashgar's Key, the party will be your last chance. Otherwise, Caldites—including the Ringsmith—won't speak to you anymore.



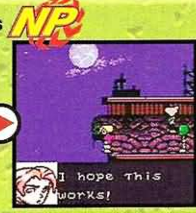
The Shadow Knows

Without warning, evildoers will interrupt Tony's party, kidnap the scruffy Magi and throw him into a dungeon known as the Shadow Hold. The Hold is basically one enormous maze, and it is optional—but the key to curing Orwin's mysterious ailment depends on a certain item found within its massive stone walls.

Lost in the Shadows







If you don't wish to battle through the Shadow Hold, retrieve your belongings and go left—but you must first trip some switches before the way will open. If you do attempt it, make your way to nintendopower.com for a map. The Hold is huge and packed with relics and items.

Shadow Hold

Borgor	Core Grag
Spindle	Core Hyren
Kletch	Jing Jack
Black Agovo	

Orothe Opens

Upon leaving the Hold you'll meet Blu once again. He'll teach you how to swim and take you to Orothe City. Once you can stay afloat, spend time exploring the waterways of Magi-Nation for secrets—starting with the Seer's house.







Just When You Thought It Was Safe





Blu's kind gift of the Orothean Belt allows Tony to swim through hostile waters. Stay on your toes—the fourth Shadow Geyser is deceptively short, but Orothe itself is massive.

Whirligig



You'll find a whirlpool deep inside the Orothe Tunnels. Entering the whirlpool will transport you to a secret area of the Coral. You'll want to save it until you're at a high level, however, as the battles are tough.



Clear the Coral

The Orothe Tunnels' whirlpool spits you out behind an invisible barrier in the Coral. You'll get a couple of formidable items there, but once you cross the barrier the only way to return is by swimming back to the whirlpool—so be sure to grab everything first.

Ransack the Ruins

You must find a Blurry Scroll in the Ruins before you can enter the fourth Shadow Geyser. There's also a Water of Life item and an Entangle spell hiding in the Ruins' watery depths. Once you've found the scroll, return to Orothe City and show it to the Historian. The town will vanish once you do, so be sure to have your rings made first.

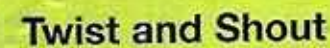
Coral
- Sea Jile
- Karak
- Paralit
- Orpus

The Ruins
- Sea Jile
- Karak
- Paralit
- Orpus
- Sharbloot

A Watery Grave

Your battles are straightforward in the fourth geyser, but reaching the Core Keeper can be quite a challenge. Trial and error will be the name of the game as whirlpools suck you down while mighty currents pitch you headlong into blackness.

Orothe Geyser
- Yvohcna
- Shadow Karak
- Dryte Fiend
- Grax



Twist and Shout



Whirlpools in the geyser drop you straight down one level. The main level map on page 90 shows the area directly above the large middle square of the lower level map.

Warrada's Return



Warrada is back, and she has a deal for you. If you will abandon your quest and forgo your newfound friends, she'll allow you to leave with your life. You can take her up on the offer and get the Core Glyph without a fight—but you'll have to fight her again in a secret fifth geyser if you do.

A Stunning Revelation



Once you've worked your way through the Tunnels and back to the Orothe house, Eidon will meet you and return you to Gia. She informs you that you aren't the savior they had hoped for and asks you to leave Magi-Nation forever.

A Kingdom in the Sky

Shocked and saddened, Tony begins the long walk home. It seems like a bad end to a fantastic adventure, but it's a safe bet that something sinister is afoot. Don't pack for your vacation just yet—spend the downtime putting together your crack team of Dream Creatures for the incredibly challenging battles that lie just around the bend.

Homeboys



The bullies in Tony's hometown are amazed to see him back in one piece. They offer a truce of sorts, on the condition that Tony will meet their newfound friends.

It's a Trick. Get an Axe.



Korg and Zet have returned, and the first order of business is to wipe the floor with Mr. Jones. Korg's Grax-heavy team isn't much of a challenge, but you'll need a lot of luck to take out Zet. Hyrens of any type will be a tremendous help.

A Cry for Help



The people of Arderial, a kingdom in the clouds, need Tony's aid to rid themselves of a new, secret Shadow Geyser. Agree to their demands and follow them to the Arderial Palace, where you'll meet a queen and even learn to fly.



The Final Battle





The fifth and final geyser will push your adventuring skills to the limit. You'll need to find a number of hidden Star Keys, all the while battling a fierce assortment of enemies. And if you make it through, you'll have to brawl with the fiercest magi of them all, Morag. The Star Keys can also be used to find other secret places throughout Magi-Nation.

Home Sweet Home

The battle is over, the day is won. Or is it? There are a number of secret endings and hidden treasures throughout Magi-Nation, and we'd need an entire magazine to cover them all. As a parting tip, take caution that the end of the game might not, in fact, be the end. Persistence will be rewarded, especially when it comes to seemingly closed doors ...

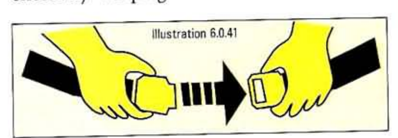


M

TECHNOLOGY HAS PRODUCED MANY MODERN MARVELS, BUT THE GREATEST WONDERS MAY BE JUST AROUND THE U-BEND. IMAGINE TRAVELING TO CHINA OR THE NORTH POLE IN THE BLINK OF AN EYE—USING A WARP PIPE INSPIRED BY NINTENDO'S OWN MARIO!

4/01/01 THE FIRST HUMAN TEST!

On April 1st of this year, scientists from the Schabernack Institute and theoretical futurists from an undisclosed Japanese business concern are scheduled to undertake the first long-range test of Project M. Until the institute announced the test at the beginning of the year, Project M was shrouded in mystery. But now, by studying the scant documentation provided to the media, one can safely conclude that it is a tube-based transportation system designed to propel individuals between two distant installations. It appears the conveyance takes place instantly—effectively "warping" the traveler to a new location.



Few people ever dreamed that one day we'd be able to travel through green pipes like Mario and Luigi. "If I didn't know better, I'd say it was some sort of elaborate joke," said Cristof von Shlepvard of the Schabernack Institute.

WARP PIPES MAY ELIMINATE SERIOUS PROBLEMS LIKE SEA SICKNESS, ROAD RAGE AND WORLD HUNGER.

THE IDEA SOUNDS PLUMB LOCO!

If the "warp plumbing" concept sounds familiar to you, there's a good reason. For years, Nintendo's beloved Mario has been using a similar transportation system to move between areas in games like Paper Mario and Super Mario Bros. The coincidence is all the more striking when you consider that the material used in the pipe's construction—cryptically referred to as "Substance N" in the press materials—is bright green, much like the pipes in the Mario games.



Because there is no obvious propulsion system in the basic design of the pipes, it is probable that the mysterious substance is the key to warp pipe transit. Apparently, Substance N allows travelers to vanish into one end of the pipe then appear an instant later at the other end. Don't let the technology frighten you—many people don't understand how cars work either, but they use them every day!

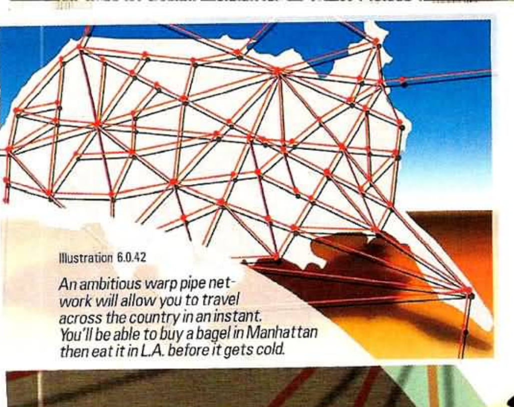


Illustration 6.0.42

An ambitious warp pipe network will allow you to travel across the country in an instant. You'll be able to buy a bagel in Manhattan then eat it in L.A. before it gets cold.

SEVERAL THOUSAND POINTS OF LIGHTS!

A vast network of interconnected pipes is closer to reality than you may think. For months, Schabernack Institute workers have been tearing up roads all over North America to lay warp pipe. Up until the big announcement, an elaborate "fiber-optic cable" cover story was established to explain the work. If everything goes as planned on April 1st, a human test piper will bounce through the network at the speed of light, stopping at a handful of American cities. In his photonic form, the test piper will be able to squeeze through one-inch sections of warp pipe with ease.

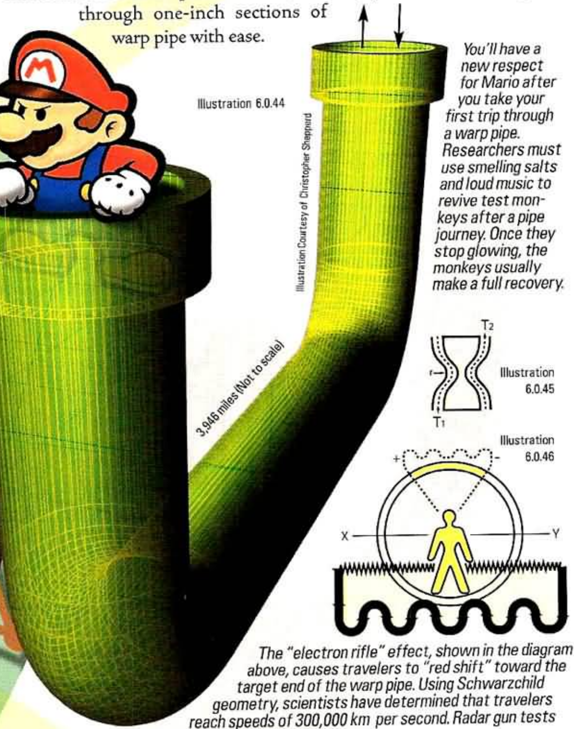


Illustration 6.0.44

You'll have a new respect for Mario after you take your first trip through a warp pipe. Researchers must use smelling salts and loud music to revive test monkeys after a pipe journey. Once they stop glowing, the monkeys usually make a full recovery.

Illustration 6.0.45

Illustration 6.0.46

The "electron rifle" effect, shown in the diagram above, causes travelers to "red shift" toward the target end of the warp pipe. Using Schwarzchild geometry, scientists have determined that travelers reach speeds of 300,000 km per second. Radar gun tests confirmed their results.

THE EXPERTS ON PROJECT M:

"OUR INITIAL TESTS WITH COWS AND MONKEYS COULD HAVE GONE BETTER, BUT WE'VE GOT THE KINKS WORKED OUT OF IT NOW. THERE IS VIRTUALLY NO CHANCE WE WILL LAUNCH ANY MORE TEST SUBJECTS INTO SPACE."
— DR. GABRIELLE MULLINISIMO

"DISINTEGRATION SOUNDS SO NEGATIVE; WE PREFER THE TERM 'MOLECULAR EMANCIPATION.' ANYWAY, IT WOULDN'T BE THE FIRST PRODUCT TO HAVE SIDE EFFECTS."
— DR. CRISTOF VON SHLEPVARD

"ONCE YOUR TOP LAYER OF SKIN HAS PEELED OFF, IT'S REALLY NOT THAT BAD."
— TEST PIPER TYMM GARRITT

"THE JUNCTIONS ARE PROBABLY THE BIGGEST TECHNOLOGICAL HURDLES WE'RE FACING RIGHT NOW. ONCE WE SEPARATE SOME OF OUR TEST SUBJECTS FROM EACH OTHER, WE'LL KNOW MORE."
— JORGE SINFELDO, PE

"JUST ABOUT EVERY ATTORNEY I KNOW IS EXCITED ABOUT PROJECT M. IT'S GOING TO BE A BIG MONEY-MAKER FOR US."
— AL VARILL, ESQ.



Illustration 6.0.43

Warp pipes are different from conventional plumbing used to transport water and waste. DO NOT attempt to warp through conventional plumbing.

WAKE UP, YOU'RE LATE FOR SCHOOL—IN CHINA!

If the test is successful, Project M will dramatically change the way we live our lives. Your next school field trip may be to Africa. The entire world may need to learn a common language, like Latin. A Chicago crook may disappear into the Siberian tundra only seconds after committing a robbery on Michigan Avenue. If you think such things sound ridiculous, you aren't alone. Naysayers claim Project M will never work, that "warp pipes" and "photonic transfer" are nonsense terms with no basis in sound science. Pipe advocates may have the last laugh, however. Come April 1st, they plan to make their pipe dream a reality.



PAPER MARIO

HOW DO I GET PAST THE FOUR TOADS IN TOAD TOWN?

Four Toads at the eastern edge of Toad Town will refuse to move when you try to get past them. The problem is that they aren't Toads at all and you'll need the wizard, Merlon, to expose their true identities. Visit Shooting Star Summit, learn the Action Command then visit Merlon's house. After your initial introduction, stand next to Merlon then talk to him. If you've already confronted the four Toads, Merlon will investigate the matter and quickly open the path for you.



The oddly colored Toads near the eastern exit in Toad Town won't move on their own. You'll need help from Merlon to get past them.



Merlon won't let you in his house until you've visited Shooting Star Summit. Be sure to stand next to Merlon, or he won't investigate the Toads.



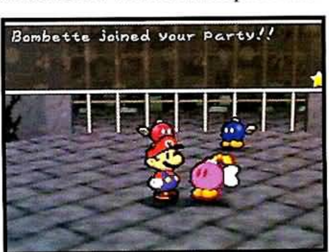
Merlon's magical lightning blast will expose the Toads as the Koopa Bros. They'll scamper away, opening the path to Koopa Village.

HOW DO I BREAK THROUGH THE CRACKED WALLS?



Several essential and valuable items are behind cracked walls, and you won't be able to penetrate the walls until you have Bombette at your disposal. You'll find Bombette by purposely falling into the trap at the top of the spiral walkway. You can ignite Bombette with the bottom C Button. She'll walk several steps in whatever direction you are facing then explode. If she explodes near a crack in the wall, the blast will open a doorway to new areas and items.

You won't get very far in Koopa Bros. Fortress without help from Bombette. Some keys are sealed off behind cracked stone walls.



Meet up with Bombette in her cell then backtrack to all the cracked walls you discovered on the way there.



Face a crack in the wall then press the bottom C Button. Bombette will walk up to the crack then explode, opening a doorway.

HOW DO I ENTER DRY DRY RUINS?

Although Dry Dry Ruins is your ultimate destination in the second chapter of the game, your must first go to Dry Dry Outpost to pick up a key item: the Pulse Stone. Stop off at the oasis in Dry Dry Desert on the way to the outpost to pick up some Lemons and Limes. When you reach the outpost, you'll run into a mysterious mouse named Sheek. If you give him a Lemon, he'll send you to Little Mouser's shop. Buy a Dried Shroom then a Dusty Hammer from Little Mouser to prove your allegiance to Moustafa. He'll tell you where to find the elusive mouse's hideout. Go outside and climb up a pile of crates to the roof. Walk along the rooftop to the second-floor entrance to Moustafa's home. Once inside, you'll discover that Sheek is actually Moustafa. He'll give you information about Dry Dry Ruins then hand over the Pulse Stone. As you journey through the desert, the stone will pulse more rapidly when you approach an exit that leads to the ruins. You'll eventually reach a rock with a Pulse Stone-shaped hole in it. Place the stone in the hole to make the ruins appear.


Stop off at the oasis on the way to Dry Dry Outpost to pick up Lemons and Limes.


No need to squeeze him for info. Bribe Sheek with a Lemon to find out about Little Mouser's Shop.



Buy the Dried Shroom then the Dusty Hammer to find out about Moustafa's hideout.



Climb up the crates to reach Moustafa's place on the rooftop. He'll hand over the Pulse Stone.



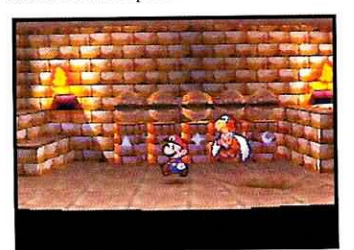
Reenter the Dry Dry Desert then go all the way north and west until you reach a rock marker.


Place the Pulse Stone inside the hole in the rock to make Dry Dry Ruins appear.

HOW DO I REACH THE BOSS IN DRY DRY RUINS?

You'll need three stones to open the path to Tutankoopa in the Dry Dry Ruins. Each stone is protected by stone chomps that are relatively easy to defeat if you possess the Super Hammer. Once you have all three stones, you'll need to place them on three of the five Chomp statues above Tutankoopa's chamber. The correct order—pyramid, space, diamond, space, crescent—is shown on a similar array of statues in an adjacent room. Proper placement will open a stairwell to the boss.


You can use the Super Hammer to smash a Stone Block in front of the Pyramid Stone. You won't get away without fighting a Stone Chomp.


Drain the sand out of a room near the Chomp Statues to see another set of statues that reveal the correct placement of the stones.


After the three stones are placed on the statues, a stairwell will appear in the room. Go down three flights of stairs then head right.

THE LEGEND OF ZELDA: MAJORA'S MASK

WHAT'S THE BEST WAY TO DEFEAT WIZROBE?

Wizrobe is an exasperating enemy you'll need to fight twice inside Snowhead Temple. His tactics are the same each time: he'll magically shift between pedestals, spin then deliver an icy blast that can freeze you in place. He's vulnerable only while he's spinning. Either use the Bunny Hood to attack him with your sword or target him with your Hero's Bow.



Keep moving until after Wizrobe attacks then target him with your bow as he spins.



Eventually, he'll use decoys to try to fool you. Use your map and compass to find the real Wizrobe.



In the second battle, Wizrobe will appear on raised platforms, requiring you to use the bow.

HOW DO I DEFEAT GOHT?

After you unfreeze him with a Fire Arrow, Goht will run a counterclockwise route around the boss chamber until you render it inoperable. You can get Goht's goat by repeatedly goring it with a Goron Roll. As long as you smash the pots in your way, you should have plenty of magic to maintain your roll. Be careful to avoid the lightning bolts, bombs and spikes.



Curl into a Goron Roll then chase Goht around the perimeter of the Boss Chamber. When you catch it, move side to side to cause damage.



Goht may stop periodically to hurl lightning bolts at you. Swerve to either side to avoid the blasts and keep moving.



Goht will also hurl bombs and cause spikes to drop from the ceiling. Be patient as you fight the monster—you'll eventually wear it down.

HOW DO I UPGRADE TO A GILDED SWORD?

To upgrade to a Gilded Sword, you must first upgrade to an Adult Wallet by depositing 200 Rupees at the bank in Clock Town. After you defeat Goht, buy a Razor Sword upgrade from the mountain Smithy for 100 Rupees. Return the next day with Gold Dust so he can forge a Gilded Sword. Leave your sword with him overnight for each upgrade.



You must win the spring race at the Goron Racetrack to acquire Gold Dust.



The Mountain Smithy will make you wait a day for your new Razor Sword.

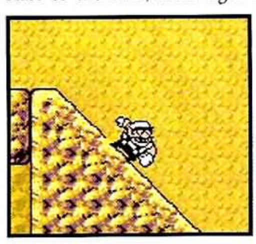


Give your Razor Sword and your Gold Dust to the smithy so he can create a Gilded Sword.

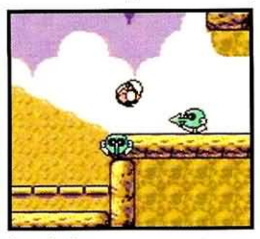
WARIO LAND 3

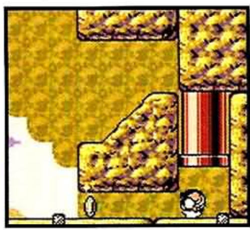
HOW DO I REACH THE BOSS ON THE VOLCANO'S BASE?

You'll be on a roll if you find the way to the boss in the Volcano's Base. From the start of the level, head right until you reach the second ramp. Start your roll at the top of the ramp then jump at the last possible moment. You'll roll through a narrow opening below a segmented floor. Jump up through the segmented floor then hop a ledge to reach the boss.


Start at the top of the second ramp then jump just before you reach the pipe to clear the first step.


Leap up through the segmented floor while you roll to reach the top level above the narrow tunnel.


Leap the first step you come to on the top level then roll over the ledge and straight ahead.


If you don't attempt any jumps after the step on the top level, you should hit the tunnel to the boss's room.

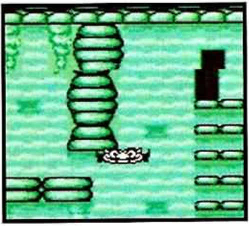
HOW DO I REACH THE SILVER KEY ON THE GRASSLANDS?

Two propeller-driven enemies will try to snatch you as you make your way to the smashing machine on the right side of the silver key room. Charge past them one at a time, get flattened then go left. While flattened, you should jump into the helicopter enemies to avoid capture. Jump up the steps then walk off the second to last step to float to the key.


Charge underneath the helicopter enemies to avoid getting snatched. Remember to pause between runs.


If you stand under the machine on the right side of the room, you'll be squashed into a waddling pancake.


Jump as you pass underneath the helicopter enemies. They'll bounce harmlessly off the top of your head.


Stand one step below the top step then move—don't jump—left to float to the key.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

Banjo-Tooie

Q: How do I break the underwater doors?
A: You need to use the Talon Torpedo move to smash through underwater barriers.

Q: Is there a way to make Humba Wumba's magic work in more than one world?
A: Only the Dragon transformation can be used in more than one world.

Q: I'm pressing the correct buttons—why can't I perform a move?
A: You must first learn a move from Jamjars before you can execute it in the game.

Batman Beyond

Q: How do I save a game?
A: You can't save. You must finish in one sitting.

Q: Which suit is the best?
A: Each suit has weaknesses and strengths. The Defensive Suit is the most resilient one.

Q: Why can't I jump to certain ledges?
A: Some of the jumps in the game require you to use the Nimble Suit.

Mickey's Speedway USA (GBC)

Q: How do I get a boost from the starting line?
A: You must hit the A Button just as the light is turning green. It takes practice.

Q: Can I use the Transfer Pak with the game?
A: Yes. You can use the Game Boy Game Pak to open Huey as a playable character in the N64 Game Pak.

PLAYER'S POLL CONTEST

MAKE THE CUT

AND WIN A CUSTOM RAZOR™ SCOOTER!

NINTENDO POWER

Razor

Razor

ENTER TO WIN!

GRAND PRIZE
25 WINNERS

Each of the 25 first-place winners will tear up the road on a cool new Razor™ scooter.

Each winner will also receive a Razor Freestyle scooter Game Pak. You can practice moves on your Game Boy Color!



SECOND PRIZE
25 WINNERS

Second-place winners will each receive a Razor Freestyle Scooter Game Pak, a Razor T-Shirt and a Razor Evolution video.

THIRD PRIZE
50 WINNERS

Back by popular demand! Each third-place winner will scoot away with a Nintendo Power T-shirt. It's sharp!

YOUR VOTE COUNTS

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

FILL OUT THE CARD AND SEND IT IN! WE'LL TALLY YOUR VOTE FOR THE POWER CHARTS AND ENTER YOU IN THE CONTEST!

Official Sweepstakes Rules

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S./Canadian residents (excluding Florida, New York, Puerto Rico, Quebec and Rhode Island) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out the Player's Poll entry form or print your name, address, telephone number and "Razor Scooter" on a postcard, and mail the entry to this address:

NINTENDO POWER
PLAYERS POLL VOL. 143
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. To be eligible to win a prize, completed entries must be received by Sponsor by 5/1/01 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 5/15/01, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 6/15/01. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of eligible entries received. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 5/15/01) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: Twenty-five (25) entrants will receive a Razor Scooter and a Razor Freestyle Scooter for Game Boy Color Game Pak. Approximate Retail Value (ARV) of each Grand prize package is $160.00. Second Prizes: Twenty-five (25) entrants will each win a Razor T-Shirt, Razor Evolution Video Tape and a Razor Freestyle Scooter for Game Boy Color Game Pak, ARV: $80.00. Third Prizes: Fifty (50) entrants each will win a Nintendo Power T-shirt, ARV: $10.00. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH claims, costs, injuries, loses or damages SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The sponsor of the Sweepstakes is Nintendo of America Inc. ("Sponsor"), Redmond, Washington.

INDIANA JONES® and the INFERNAL MACHINE™

AFTER FINDING THE LOST ARK, THE TEMPLE OF DOOM AND THE HOLY GRAIL, YOU MIGHT THINK THAT INDIANA JONES WOULD TAKE A REST. NOT THIS ARCHAEOLOGIST. HE'S OFF AGAIN IN A RACE AGAINST THE SOVIETS TO TRACK DOWN THE PIECES OF THE INFERNAL MACHINE, AND THIS TIME THE ACTION IS CAPTURED ON GAME BOY COLOR.

NO SCREEN TOO SMALL

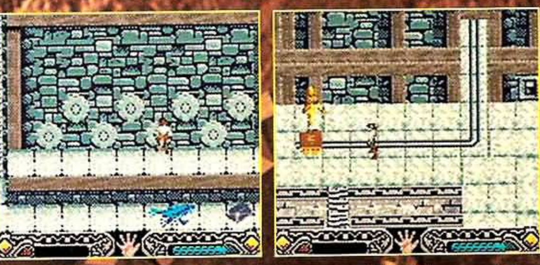
Nothing stops Indiana Jones from fulfilling his self-appointed quests. And nothing stopped LucasArts, THQ and HotGen Studios from doing the seemingly impossible by creating an Indy Game Boy Color adventure that captures the action and depth of the movies and the recent N64 game of the same title. From the Canyonlands of Utah to the alien Aetherium, Dr. Jones spars with his Soviet counterparts on the trail of an ancient mystery. Cunning traps, malicious mazes, vicious beasts, brain-teasing puzzles and armed Soviet guards stand in the way of Indy's success. But the hero of game and screen never waivers—swinging on his whip, collecting precious treasure, outwitting evil geniuses and saving the world from an infernal fate worse than anything he's ever faced before. The development team at HotGen manages to bring it all home with detailed graphics, intricate puzzles and realistic action. So hold onto your hats as Power presents a preview trailer to keep you going until the game arrives this spring.



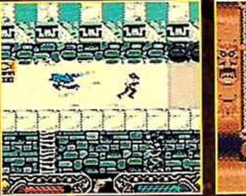


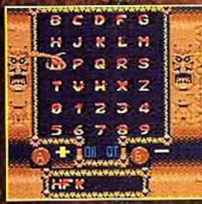
HIDE 'N' SEEK

Indy's adventure begins in 1947 when he meets Sophia Hopwood, an agent in the newly formed CIA. Sophia informs Indy that the Soviets, under the direction of Gennadi Volodnikov, are searching for something at the site of ancient Babylon. As he explores Babylon and other archaeological sites, Indy learns the true nature of the Soviets' quest. From there, the race is on to collect the four missing parts of the Infernal Machine. Within each area, Indy also digs up treasure that he trades for Medical and Poison Kits at the end of the stage. In many areas, he must find and use special tools or items that play important roles in solving puzzles.



Some items, such as the cog found in the Sanctuary of Shambala, are part of a puzzle. In this case, the cog activates a clock mechanism. In turn, the clock mechanism runs a bell ringer that strikes the bell in the Sanctuary.

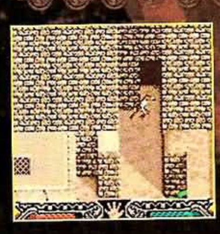




Staying alive long enough to solve each puzzle is a big part of the game. Indy can lose a life from falling, drowning, burning or losing HP from attacks. You'll be able to replay each level using the built-in continue feature, and you can turn off the game and resume play later using passwords.

NO DIGGING REQUIRED

Indiana Jones seldom has to dig for artifacts and treasure, but there are times in the game when even the heroic Dr. Jones must stoop with a spade to uncover some booty. Most of the time, you'll find him sweating to move a block, climbing up a stone wall, swinging across a chasm with his whip, swimming through shark-infested waters to reach a wreck or paddling down an icy river in search of a legendary temple in the Himalayas. It's all in a day's work for a dedicated archaeologist.





You have to be careful when it comes to making a leap of faith. The angle of the perspective can make it easy to misjudge ledges. You'll flick the whip automatically if you're in the right spot.





There are many reasons to push crates and boulders around, such as wanting a step up to a ledge or a heavy object to place on a switch. Rafting is hard work, too. Riding the cart in Sol's Mine is a better way to travel. As for swimming, Indy is a champ, but he can't hold his breath forever.



TOOLS OF THE TRADE

Indy makes use of many items. Some items, such as Medicinal Herbs, are used on the spot. Medical and Poison Kits can be stockpiled for times when you really need them. Treasure is simply collected and stored until the end of the stage. Then there are the items you use, such as keys, artifacts, mechanical tools and the powerful parts of the Infernal Machine. Those items help you progress in the game, sometimes in dramatic fashion. Indy also carries a pistol with endless rounds of ammo.





All of your items appear on the sub-menu, which you can access by pushing the Start Button. You can collect up to five Medical and Poison Kits and 10 treasures. In addition to the Hand, Whip and Pistol, Indy can collect up to seven other items. The pistol is Indy's main weapon in the game.



An artifact that appears on the top bar of Indy's inventory is used in the current stage. For instance, you might have to place an idol from your inventory into a wall niche. The four parts of the Infernal Machine have special uses, like Azerim's Mirror, which helps Indy fly to ledges.

ROAM AROUND THE WORLD



Home is where the action is, according to Indy. During his adventure, he'll find himself in every corner of the globe. Most of the 16 stages of Indiana Jones and the Infernal Machine are large, open levels that contain many areas and secrets. A few, such as the Tian Shian River and King Sol's Mines, take the form of rides through mazes. You'll find all the areas that were in the N64 game, but each location has been recreated with its own challenges on GBC. You can spend hours in some areas figuring out the intricate puzzles.



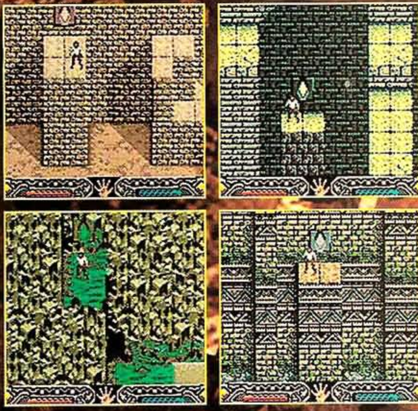




Fans of the N64 game will recognize names such as Meroe, Nub's Tomb, Olmec Valley, Russian Border, Palawan Volcano and VI Pudovkin, the Soviet freighter, but they won't recognize most of the new map layouts in the GBC version. It's a brave new world for you and Indy to explore.

WHAT'S THIS DO?

Puzzles are the heart and soul of the game. Whether Indy has to figure out how a clockwork mechanism works, how to reach a seemingly inaccessible ledge or how a strange hieroglyph in a stone wall fits into the overall puzzle, he (and you) will have a lot of thinking and experimenting to do. Anything unusual, such as a crack in a wall or a design in a tile, often means that it's part of a puzzle. The solution could be as simple as using an item to open a passage or so complex that it takes a dozen steps to complete. Next month, Nintendo Power will unlock many of the mysteries. For now, consider a few of the conundrums that you'll face in the game.



During the course of the game, Indy runs across four perplexing puzzles that defy explanation. In each case, he spies a diamond-shaped symbol on a ledge that he cannot reach. Only at the end of the game will you be able to find an answer to the mystery of the diamonds.

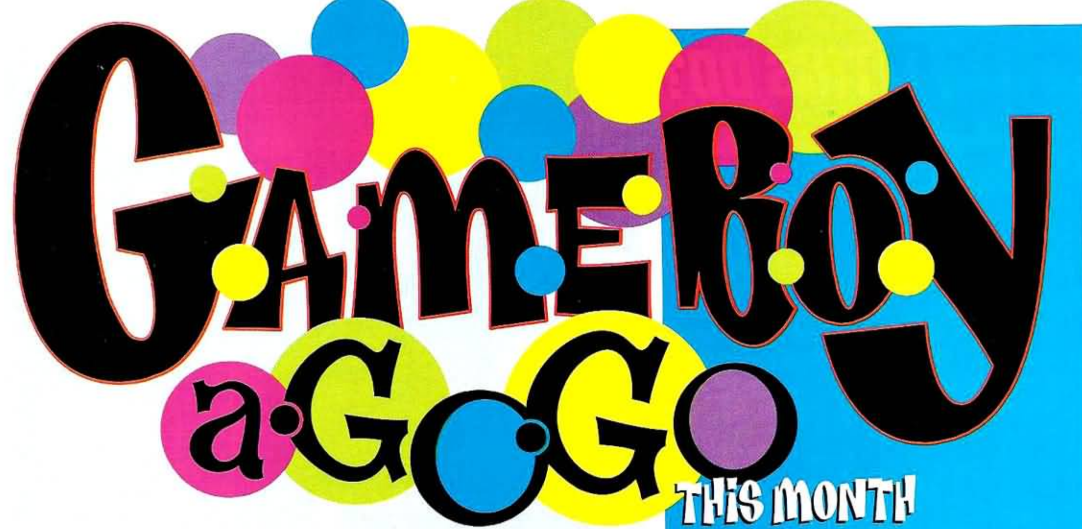
In the Sanctuary, Indy is faced with two puzzles in one room. There's a fire burning that he can't reach and a treasure chest that he can't collect or open. Elsewhere in the Sanctuary is a puzzling ornamental flower vase filled with water. Are the two elements somehow connected?





COMING SOON

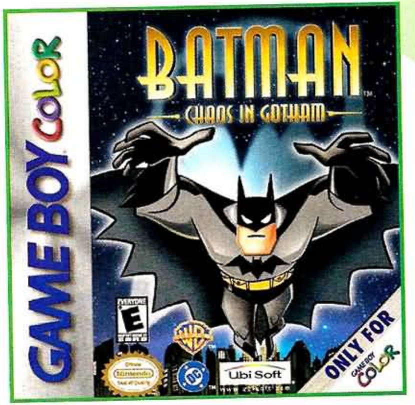
Indiana Jones and the Infernal Machine for GBC has almost as much depth as the recent N64 game and far fewer control problems. If you want a sprawling tale of derring-do wrapped around a knotty mental challenge, Indy will fill the bill nicely. THQ hopes to release Indy by the end of March, so it may be available by the time you read this preview. Next month, NP will dig even deeper into the mysteries of the Infernal Machine and show you the way to the Aetherium and beyond.



THIS MONTH

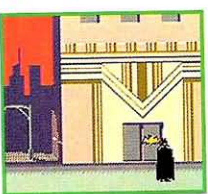
- Batman: Chaos in Gotham
- Max Steel: Covert Missions
- Mary Kate and Ashley: Winners Circle
- Blue's Clues: Blue's Alphabet Book
- Disney's Toy Story Racer
- The Dukes of Hazzard: Racing for Home
- Toki Tori
- Ultimate Surfing

GEAR UP WITH OUR GRAB BAG OF GROOVY GAME BOY GAMES!



CRIME SPREE PUNCHOUT

Based on the latest animated Batman TV series, and featuring a variety of play styles, Batman: Chaos in Gotham delivers a punch that will hit home for many fans of the Caped Crusader. The game, published by Ubi Soft, includes six big side-scrolling, action-packed stages that will have you facing off with the likes of Mr. Freeze, the Joker and Poison Ivy. It also includes a trio of vehicle-based stages that allow you to blast off with the Batmobile, Jet Wing and Batcycle. Classic Batman baddies have busted out of jail. It's up to you to round them up.





CAPED CRUSADE

Busting loose from Blackgate Prison and Arkham Asylum in a defiant act of villainy, the most dangerous minds of Gotham have taken the city by storm. Only Batman and Batgirl have what it takes to put the loathsome mob back behind bars.



LEVEL 1: Diamonds and Ice

The battle begins on the streets of Gotham and spills into the Iceberg Lounge, a huge warehouse that has been transformed into a giant icebox. In one particularly challenging passage, you must cross a wide pool by jumping from one ice floe to the next. Climb to the rafters to skip that area completely, then prepare to face off with Freeze, the coldest criminal in Gotham.





LEVEL 2: It's No Laughing Matter

Following a high-speed chase in the Batmobile, you'll track down the Joker at the Gotham City Museum. You'll punch your way through a gang of henchmen in art exhibits, on moving platforms and on the skeleton of a dinosaur. In one section, you'll clear the way by blocking strong air currents with crates. It all leads up to a battle with the Clown Prince of Crime!





LEVEL 3: Thru the Garden of Evil

There's no rest for the weary as your crime-fighting mission takes you through a rocket chase with Roxy Rocket, a motorcycle race and a battle in Gotham Park with Batgirl under your wing. After you survive a struggle with plant people and killer vines, you'll enter Poison Ivy's secret lab, where the venomous villain is conducting an experiment with deadly gasses. Shut it down!





LEVEL 4: A Venomous Plan

If you've uncovered the Ubi Key, you'll take a ride on the Batboat in a bonus stage. Your mission will continue in a cloning lab on a Gotham City dock, where scientists are working to develop a new body for Mr. Freeze. There, you'll encounter vats of deadly liquid and high-voltage traps. After making your way through the mazelike lab, you'll face off with Bain.





LEVEL 5: Next Stop, Danger!

Your journey takes you to the Bi-Rail train station where you'll uncover the mastermind behind the supervillain crime spree. As you battle hoodlums on and in a train, you'll be able to power up for a fight with a double-barreled laser cannon. When you go up against the cannon, avoid its laser shots and energy blasts, then hit it hard when it drops down to ground level.





LEVEL 6: 2+2 Equals Two-Face

The final stage of your mission takes you back to the streets of Gotham where you will scale a building in pursuit of Harvey Dent (A.K.A. Two-Face). When you reach the top, you'll face the machine gun-toting villain and a helicopter that is also equipped with automatic weapons. Jump out of the way of the shots and focus your energy on Harvey.



Race through Gotham with Wheels and Rockets







In between side-scrolling, enemy-punching action stages, you'll have a chance to ride some powerful vehicles. You'll chase the Joker while driving the Batmobile, fire on Roxy Rocket while piloting the Jet Wing and go up against a mob of motorcycle maniacs with Batgirl on the Batcycle. You'll also be able to take control over the Batboat if you locate the Ubi Key.

BAT GADGETS

Batman's utility belt is packed with gadgets that will give you the power to pummel your enemies. A circular pickup energizes the items. Press the Select Button to cycle through the gadgets and press the A Button to use them.



Punch

Your most reliable weapon is your own strength. You'll be able to plow through most enemies with your fists alone.



Batarang

When villains are out of reach, you can hit them with a collection of Batarangs.



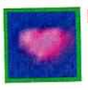
STUN Bomb

You can freeze your enemies temporarily with the blast of a STUN Bomb. Press A to plant a bomb then again to detonate.



Grapple

If you're up against a sheer wall or cliff, you may be able to reach the top with the help of the Grapple device.

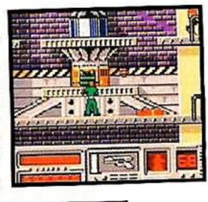


Health Pickup

When you're low on energy, a heart-shaped health pickup will be a welcome sight. Collect it to reenergize your crime fighter.

ACTION TO THE MAX

Loaded with advanced strength and speed, and bound to his need for Transphasik Energy to stay alive, Max Steel is a man with a mission. You can join him for more than 10 long missions of undercover action in Max Steel: Covert Missions from Mattel Interactive. As an agent of N-Tek Corporation, Max travels the globe to combat the likes of John Dread and his D.R.E.A.D. Cartel in the interest of stopping global terrorism. As you guide him through his goals, you'll fight countless agents of D.R.E.A.D., collect powerful weapons and put Max's powers to the test.





READY FOR WAR

While making your way through the missions, you'll pick up a powerful arsenal of high-tech weaponry. You'll do well by knowing the power of your weapons and selecting the right firearm for every combat situation.

Fist



Activate Turbo Power and switch to your fists to punch through certain barricades.

Plasma Rifle



While capable of severely damaging targets, the Plasma Rifle sometimes overheats.

Rocket Launcher



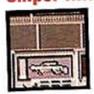
While the Rocket Launcher is slow to fire, it is also incredibly destructive.

Laser Pistol



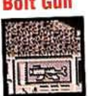
Take down security guards and weak combatants with a single Laser Pistol shot.

Sniper Rifle



The Sniper Rifle fires piercing rounds with maximum accuracy—a deadly combination.

Bolt Gun



The N-Tek-developed Bolt Gun releases steel-tipped bolts with silenced shots.

LOAD UP ON AMMO

Every mission area is loaded with ammunition for weapons that are also in the area. Explore every path for hidden rounds.



Laser Pistol



Plasma Rifle

Sniper Rifle



Rocket Launcher



Bolt Gun

HELP IS ON THE WAY

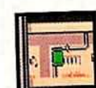
Max needs Transphasik Energy to use his advanced powers. He must also recharge his health when damaged. You can pick up three types of items to help him stay healthy and powerful. It's good practice to keep both health and energy maxed out.

First Aid Kits



First Aid Kits come in two sizes. The smaller one restores some health. The large one restores all health.

Transphasik Energy Containers



The cost for enhanced power is a need for Transphasik Energy. Containers reappear seconds after you collect them.

Extra Life



If Max's health bottoms-out, you'll lose a life in reserve. Collect as many Extra Lives as you can find.

N-Tek Power Modes



Normal Power
Press the Select Button to go to a screen where you can choose weapons and power modes. In Normal Power Mode, Max's power and speed are only slightly enhanced.



Turbo Power
N-Tek Turbo Power Mode charges Max's body with superhuman strength and speed, giving him the ability to blast through some barricades with his fists. Transphasik Energy is required.



Stealth Power
Like Turbo Power Mode, Stealth Power Mode consumes Transphasik Energy. In Stealth Power Mode, Max can slip by some enemies unnoticed and make enemies miss when they attempt to fire at him.

HEAD OFF D.R.E.A.D.

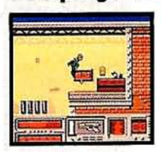
The D.R.E.A.D. Cartel is involved in terrorist activity all over the world. If they can establish dominance in just a few key areas, they might be able to realize their goal of global domination. You've got to make sure that it doesn't happen.

Save Your Shots



You'll encounter a lot of enemies as you go, and you may find ammunition hard to come by at times. Be sure not to use up more ammunition than you need to do the job. If you're out of ammo, you'll have to resort to stealth skills and hand-to-hand combat.

Campaign 1: Rescue and Reconnaissance



Mission 1

D.R.E.A.D. forces have hatched a plan to hit an important target in the American Southwest. Your first goal in stopping their scheme is to rescue an N-Tek agent who can give you inside information about enemy actions.





Mission 2

The D.R.E.A.D. target is Hoover Dam. Three bombs have been placed within the dam structure. You must find and disable all of the bombs in a very short time. If even one of the bombs is detonated, the dam will be destroyed.

Campaign 2: Underwater Offensive



Mission 1

With the Hoover Dam scare out of the picture, you can launch a strike on the team that targeted the dam. You'll enter its base by going underwater. You must trigger three switches to open the hatch.





Mission 2

Your goal is to destroy D.R.E.A.D.'s island base. You'll be able to carry out that mission by planting bombs in two vulnerable central locations. The base is a complex maze of halls and chambers. Advance carefully and prepare to fight.

Take to the Water



For underwater missions, Max dons a wetsuit and tanks and carries a harpoon. You'll need that protection as you face scuba-diving agents of D.R.E.A.D. and a force of Max-eating sharks.

Take to the Air



Max has access to an MX25 Attack Jet for missions that require air combat. The jet can take off and land vertically for maximum maneuverability. It's equipped with a cannon that is powerful enough to take down any airborne enemies.

Campaign 3: Air Raid Antarctica



Mission 1

Thanks to a tracking device planted by Max on Psycho's getaway vehicle, N-Tek Intelligence has discovered an enemy base in Antarctica. Your enemies are building a stealth bomber. You've got to fly there and stop them.





Mission 2

The bomber is located in a hangar hidden deep within the D.R.E.A.D. Antarctica base. Enemy forces are using a device that they stole from N-Tek in the bomber. You must retrieve the device then plant explosives near the bomber to take it out.

Campaign 4: Escape and Defend



Mission 1

Captured by D.R.E.A.D. forces, you must escape before the enemies have a chance to move the MX25 jet to another location. You'll start by punching your way out of the cell, then you'll navigate air vents to explore the base.





Missions 2 & 3

You'll make your escape to the N-Tek Del Oro Base in Mission 2 to find that it is overrun by D.R.E.A.D. agents. In Mission 3, your goal is to defend the base by eliminating the attacking agents. There are a lot of enemies, and health and ammo pickups are at a premium.

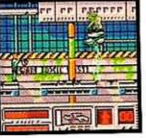
Campaign 5: The Final Assault



Mission 1

D.R.E.A.D. forces have retreated from the Del Oro base, and they've taken an N-Tek agent, Rachel Leeds, with them. You must rescue Leeds before the enemies can get N-Tek secrets from her.





Mission 2

With Agent Leeds safe and the location of the D.R.E.A.D. base revealed, your mission is to infiltrate and destroy enemy headquarters. It is loaded with powerful enemies and plenty of dangerous traps. Move cautiously, conserve ammo and fight hard!

HORSEPLAY WITH M-K & A

Mary-Kate and Ashley ride into the winner's circle with the first-ever horse riding Pak for Game Boy Color from Dualstar and Acclaim. You can guide either of the charismatic twins through a three-tournament, nine-event equestrian competition. Begin by selecting a horse and an outfit, then grab the reins and start competing. As you make your way through the events, your horse will improve and your bedroom wall will fill up with ribbons and trophies. By completing a series of additional challenges, you can earn new horses and even unlock a bonus tournament for more equestrian fun.





SELECT A HORSE

You'll begin with a selection of four horses. Their talents vary. Some have better speed and agility; others have a more even temperament and are more responsive. Choose the horse that best fits your experience and riding style.

SATIN



If it's speed that you need, Satin is a good choice. But his temper can get in the way.

SPARKLE



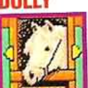
Sparkle is slow but responsive. He could be a good choice when you begin playing.

SPUTNIK



Sputnik is a fast, but not responsive, horse. He's not a good choice for a beginner.

DOLLY



Dolly is a good all-around horse, but she's not exceptional in any one area.

GO FOR THE GOLD

Every event tests your ability to take your horse over jumps and around obstacles. You must attempt every jump. The penalty for a fault is minimal. If you finish with the top time consistently, you'll earn blue ribbons and gold trophies.







A Collection of Courses

Every event takes place on a different course. Courses range from dusty fields with a Southwestern theme to manicured championship arenas. Some courses are short, with closely arranged jumps. Other courses are endurance tests with a lot of twists and turns.

Earn Bonus Horses

By completing challenges that four characters put before you, you'll earn the chance to ride a stable full of new horses.

ELVIS



Elvis is not agile, but he's very fast.

SCARPER



The massive Scarper is a good jumper.

BABE



Once he gets going, Babe is a fast horse.

STORM

Storm is the best all-around horse.

Enter a New Tournament



After you complete all of the challenges, you will unlock a bonus tournament that includes three new events—Creepy Hollow, Grave Danger and Trick or Treat.

WIN WITH STYLE

Once you get a feel for the controls, you'll be able to vault to the top of the standings with ease. Start each event by pressing and holding the B Button until you've built up enough speed, then release the button and focus on course navigation.

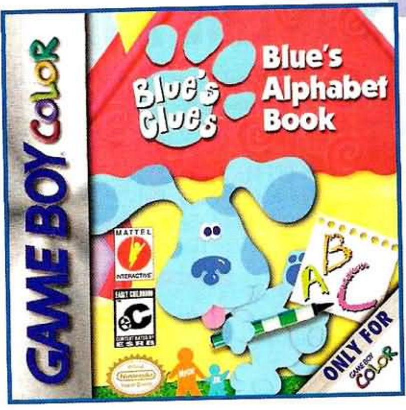






Guide and Glide

The key to pulling off a perfect round is smooth and steady control. Tap the Control Pad to turn 45 degrees at a time and try not to oversteer. You'll always have time to make careful turns—even in tight areas. When approaching a jump, press the A Button when you're a full length away from the obstacle.



GET A CLUE WITH BLUE

Nickelodeon favorite Blue stars in a collection of activities designed to help young children recognize letters and objects. It's Blue's Clues: Blue's Alphabet Book from Viacom and Mattel. While helping Steve find the missing pages of his Alphabet Book, you engage in several simple puzzle games. Upon completion of each game, Blue gives you a hint that helps you decide where a page is hidden. After you collect three clues, the location is revealed. If you do well, the activities become slightly more challenging on repeated plays. The game features bright, colorful graphics, playful music and a handful of spoken phrases.





ALPHABET ACTIVITIES

The main menu screen shows Blue surrounded by her pals. You can single out one of Blue's buddies to practice that character's activity or you can participate in three activities in a row by selecting Blue. Each activity is fun and easy to learn.



Musictime

Music and letters match in Musictime with Sidetable Drawer. When Blue plays a series of notes on the xylophone, you must match the tune by playing the same notes. Letters that correspond with the notes appear at the top of the screen so that you don't have to remember the tune.



Catch the Letter Leaves

In Catch the Letter Leaves with Baby Bear, lettered leaves fall from the top of the screen. You control a lettered bucket at the bottom of the screen. The object is to match letters by catching the right leaves. Every time you make a match, the letter on the bucket will change.



FIND THE PAGES

The Blue's Clues challenge is to discover where the pages of Blue's Alphabet Book are hidden. When you complete an activity, Blue will give you a clue that points to a page's location. Every clue will bring you closer to the hiding place.



Clues Point to a Location

After Blue gives you a clue about a page location, Steve draws a picture that illustrates that clue. The illustrated clues appear together at the top of the screen. When you have three clues, you must think about where that page is hidden.



Snacktime

Letters and shapes mingle in Snacktime with Mr. Salt and Mrs. Pepper. Blue flips to a page in a book that shows one of three letters or shapes. You must select the correct object and place it on a plate. After a match, new letters and shapes come into the picture.



Alphabet Soup

Letter recognition and spelling come into play in Alphabet Soup with Paprika. When a letter floats to the surface of Blue's soup bowl, you must match that letter in your bowl by pointing at it with a spoon. The activity continues until you spell a full word.



Beach Book Skidoo

Letters drop into a simple maze in the sand in Beach Book Skidoo with Shovel and Pail. You must push the letters through the maze to the water. The activity continues until you push all of the letters of a word through the maze.



Bubble Burst

Bubble Burst with Slippery Soap is a classic memory-testing game. Several soap bubbles appear on the screen. When you pop a bubble, it reveals a letter. The object is to pop another bubble that holds a matching letter. You must remember where the letters are placed.



Put It All Together!

Blue's Clues: Blue's Alphabet Book combines several tasks in an entertaining package for players who are learning about letters, words and matching objects. It presents both structured and free-form activities in a variety of ways to play.

TO THE FINISH LINE AND...

Beyond! Remember the road chase in the final scene of Toy Story? Well, Woody, Buzz Lightyear and company are taking to the streets again in Disney's Toy Story Racer from Activision. In addition to Woody and Buzz, the game features Bo Peep and Mr. Potato Head. Race locations include Andy's house, Pizza Planet, the streets of Andy's neighborhood and the route between Andy's house and Sid's house. The game's nine courses are very straightforward, and your racer always stays on the track. As you make your way to the finish line, you can collect items that help or hurt your chances.





TWO WAYS TO PLAY

You can select from four different characters and take on the field in two different racing modes—Quick Race and Tournament. As you advance through the tournament, you'll open up new courses for the Quick Race Mode.



Quick Race

Select your character, select the course and take off for a three-lap, one-shot race. It's a great way to prepare for Tournament play. You'll start with one course selection per location, and more courses will become available as you make your way through the Tournament.



Tournament

The Tournament covers nine courses in four major locations. After the first practice race, the last-place finisher from each race will be eliminated from the tournament and will be replaced with an alien or soldier. Your goal is to get third place or better every time.

POWER UP OR DOWN

A collection of nine items can either power up or power down your vehicle. Power-up items include the Instant Throttle Star, the Time Bonus Clock and the Invulnerable Horseshoe. Other items slow down or stop your vehicle temporarily.



You can get speed, time, traction and durability boosts if you collect the right items. If you collect the wrong items, you could lose control for a few seconds. You can use round Buy-Back Tokens in Tournament Mode. Collect 30 of them to bring back an eliminated character.

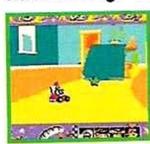
Unlock Tournament Courses





There are multiple courses in Andy's house, Pizza Planet and the street. In Quick Race Mode, you'll begin with a selection of one course per location. As you unlock new courses in Tournament Mode, you can then select those courses for single races.

Race through Familiar Locations



Andy's House

The tourney begins in Andy's room and quickly spills out into the entire house, upstairs and downstairs. You'll drive through doorways, over jumps and up onto Andy's bed. The biggest challenge is passing other drivers. Try to pass them quickly on the inside of a corner.



Pizza Planet

The first race in Pizza Planet features a ramp that takes you on a ride over the tabletops. The rest of the race takes place on the floor, under tables and chairs. Two other restaurant courses serve up similar features.



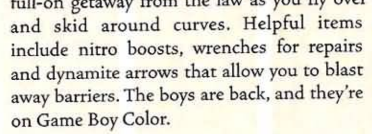
The Street

The game includes a collection of four races on sidewalks and streets. Since you can't stray off of the track, even 90-degree turns onto crosswalks are easily negotiable. The tourney concludes on a single course between Sid's house and Andy's house.

RIDE WITH THE DUKES



Jump into the General Lee and get ready for a wild ride with The Dukes of Hazzard: Racing for Home from Southpeak Interactive. You'll race through the roads of Hazzard County with Roscoe P. Coltrane hot on your trail in 27 fast-paced missions. They range from a run around the fairground track to a full-on getaway from the law as you fly over jumps and skid around curves. Helpful items include nitro boosts, wrenches for repairs and dynamite arrows that allow you to blast away barriers. The boys are back, and they're on Game Boy Color.





RUN AND GUN

The Dukes have never seen eye-to-eye with the law. They've always found themselves in one pickle after another, with Roscoe hot on their trail. You've got to help them outwit and outrun the sheriff, and keep them out from behind bars.



Mission 1: Fairground Race

The game begins with a run around the Hazzard County Fairgrounds. Your mission is to survive two tours around the course with the General Lee intact. If the car is damaged, you can give it a quick repair by collecting a wrench pickup.



Mission 2: Find Uncle Jesse

The second mission introduces the greater Hazzard County area, where most of the missions take place. Uncle Jesse has been kidnapped on his way to making a mortgage payment. You've got to find him in a hurry.



Hazzard County Races





If you want to take a break from your missions, you can join in on a collection of races through Hazzard County. Before every race, you can choose one of several cars to drive. More races and car selections unlock as you progress through the game.



Mission 3: Hot Pursuit

The kidnappers are hiding in Uncle Jesse's truck near a garage on a back-country road. When you arrive, they'll put the pedal to the metal. Your mission is to track down the truck and stop the kidnappers. A couple of collisions with the General Lee should do the trick.



Mission 4: Race to the Bank

Uncle Jesse is safe, but the mortgage payment is still outstanding. You have only a couple of minutes to get to the bank before it closes. Press the Start Button to bring up the map, and use it find to the bank in the middle of town.



Mission 5: Run from the Law

The bank run was too close for comfort. The only way the Dukes can avoid more situations like that is to pay the mortgage outright. And the only way to do that is to win the Hazzard Overland Race. On your way to signing up for the race, you've got to get away from the sheriff. Start your engine!



Mission 6: Fairgrounds or Bust

There are police barricades on the way to the fairgrounds. You can get through them by blasting them with a dynamite arrow. You'll find one in the garage where the kidnappers were hiding in Mission 2. Get the arrow, blast the barriers and race to the fairgrounds.

SCRAMBLED EGG COLLECTION

Easy to learn and fun to play, Toki Tori, from Capcom, challenges you to gather a collection of eggs in a series of obstacle-filled rooms. As you progress through the rooms, you'll earn moves that will allow you to clear away enemies and reach new areas. Using the basic Eyes move, you can pause the game and scroll over the room while formulating your egg collection strategy. Other moves allow you to create bridges, make traps, warp and more. You must clear every room within a time limit. Your best times for each room are noted in case you want to try for a better time.





GRAB AND GO

The object of the game is to advance through rooms and collect eggs. You can jump over short obstacles and use a limited number of learned moves. Every room plays like a puzzle. If you get stuck or run out of time, you can restart the room and try again.

All the Right Moves



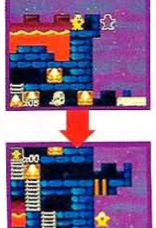
The biggest challenge in playing Toki Tori is knowing which moves to use and when to use them. You may have as many as five different moves at your disposal in a given room. When you earn a move, you'll learn how to use it in a simplified learning level. That will help you identify the right circumstances for every move.



Forest Falls

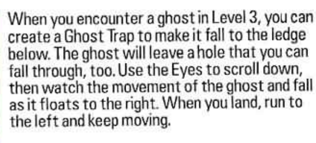
The first of four worlds contains a total of 105 eggs. One of the moves that you'll learn in the Forest Falls world is Freeze-o-Matic. It allows you to freeze an enemy in an ice cube. Since frozen enemies become obstacles, you must think before you freeze them.

Another move that you will learn in Forest Falls is Telewarp. Using the Telewarp move, you can warp to otherwise unreachable areas. You can warp in any of four directions, but the distance is set and you can't warp into obstacles. The Telewarp is particularly useful for getting around frozen enemies.

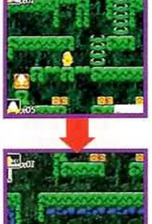


Creepy Castle

There are 86 eggs in the Creepy Castle world. There, you'll learn moves like Brick Switch and Ghost Trap. In Level 3, you'll begin at the top of a turret with no apparent escape route. The only way to proceed is to warp to the right of the turret and fall to the next ledge.

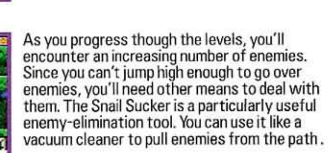


When you encounter a ghost in Level 3, you can create a Ghost Trap to make it fall to the ledge below. The ghost will leave a hole that you can fall through, too. Use the Eyes to scroll down, then watch the movement of the ghost and fall as it floats to the right. When you land, run to the left and keep moving.



Slime Cave

As you attempt to collect the 146 eggs in Slime Cave, you will encounter many gaps in the path. You'll learn that you can cross some gaps by creating gap-filling crates. Another way to cross gaps is to use one of the first moves that you learned—Bridge Builder.

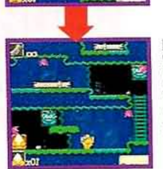


As you progress though the levels, you'll encounter an increasing number of enemies. Since you can't jump high enough to go over enemies, you'll need other means to deal with them. The Snail Sucker is a particularly useful enemy-elimination tool. You can use it like a vacuum cleaner to pull enemies from the path.



Bubble Barrage

In the Bubble Barrage world, you'll earn moves that relate to water. The Bubble move gives you the ability to turn into a bubble for a few seconds and float to new areas. By standing in bubble streams, you can recharge your Bubble ability. You'll find 161 eggs in the world in all.



Enemies float up and down throughout the Bubble Barrage world. When freezing them, you must make sure that they stop in a place where they will be out of your way. If a frozen enemy becomes an obstacle, you may have to restart the level and try again.

TAKE THE ULTIMATE RIDE



Travel to six top surfing spots worldwide and go up against a crew of fierce competitors in Natsume's Ultimate Surfing. The game is a side-scroller that challenges you to ride alongside one continuous wave from start to finish. As you go, you've got to recharge your stamina, avoid obstacles and try to pass other surfers without getting tangled up. You can collect power-ups for a boost and perform tricks for extra points. There are six surfers to choose from. If you want to go head-to-head with another player, you can use the Game Link Cable and select the Multigame Mode.



CATCH A WAVE

The game begins in Hawaii, where the water is clear and blue. You can practice all of the courses in Freestyle Mode, then switch to the Grand Prix tournament to compete.



Freestyle

In Freestyle Mode, you can select any of the six courses and check them out without the pressure of competition. You can perform tricks anywhere and perfect your style. The only catch is that if you wipe out, your ride is over. Gnarly!



Grand Prix

The Grand Prix competition challenges you to go up against a field of five other surfers and put your skills to the ultimate test. To win, you've got to finish ahead of the other surfers and earn points for tricks in designated sections of the course.

Take a Break on the Beach

If you collect special gold discs in the Grand Prix, you can take a break from surfing between events and participate in two different bonus games. You can take target practice with a flying disc or engage in a foot race where the goal is to capture a flag in the sand.

Ultimate Surfing Locations



California

After you learn the basics in Hawaii, you'll move on to the challenges of the California Surf. The California course includes rocks and coral. The best way to keep from wiping out on the rocks is to stay near the crest of the wave.



Australia

Australian beaches are among the most popular in the world because they provide a lot of thrills. When you ride the red wave of the Australian course, you've got to stay alert and avoid a collection of sea creatures.



South Pole

Not known as a surfing hot spot, the South Pole may seem an unlikely candidate for a wave-riding competition. Nonetheless, you'll be able to take to the cold waves in Ultimate Surfing. Be sure to avoid the ice floes.



Japan

The Land of the Rising Sun is also the land of the massive waves. Japan's stormy course is windswept and superfast. Obstacles on the course include oil slicks and floating debris. Hold on! It's going to be a wild ride!



Brazil

The Grand Prix wraps up in the low light of the Brazilian night. As you ride the wave, from left to right, you've got to keep an eye out for floating driftwood and schools of porpoises.



NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES APRIL 2001

DR. MARIO 64

4

Is there a plumber in the house?

After saving the princess, driving a kart and taking swings at golf and tennis, Mario is making a house call as a physician in a doctored-up version of Tetris. His latest operation, Dr. Mario 64, is a faithful update of the 1990 puzzle game for the NES and Game Boy, which was one of the earliest stack-'em-ups to build upon Tetris's classic formula. Dr. Mario added colors to coordinate and viruses to eliminate, refocusing strategy on specific locations—where you build and whittle is more important than keeping the fill level to a minimum. Dr. Mario 64 doesn't mess with the original prescription, adding only slightly tweaked modes along with a flimsy and forced story mode and a four-player competition. Dr. Mario 64 is fine, engaging fun for solo puzzlers, but it's not frantic enough to be a great head-to-head experience. The garbage you dump on your opponents is minimal, and Tetris Attack (which was reborn as Pokémon Puzzle League last year) is better at intensifying the pace of brain-bending blockbusting. Dr. Mario bridged the gap between Tetris's evolution to Tetris Attack, and Dr. Mario 64 plays very much like a transitional game stuck between the two extremes. It almost seems instantly outdated with the faster, more varied PPL on store shelves, but Dr. Mario 64 is still a nifty, little game in its own right. It's a surefire prescription for fun if you're looking for more restrained, calculating puzzle action, and its hard-to-resist bargain price is just what the doctor ordered.

- Nintendo/32 Megabits
- 1 to 4 players simultaneously
- 6 modes

CHRIS ★★★
JENNI ★★★★
JILL ★★★★★
OLIVER ★★★★
SONJA ★★★★

COMMENTS: Jenni—While not as challenging or habit-forming as Pokémon Puzzle League, it has an old-school charm. Oliver—Still as addictive as ever, but it could have used some new game play variations. Sonja—I love it!

BLUE'S CLUES: BLUE'S ALPHABET BOOK

4

How do you spell "good edutainment?" Blue knows how.

Lovable Blue and her owner Steve appear in their first GBC game, which is a wonderful tool for helping preschoolers recognize letters and objects. Candy-colored graphics and characters like Paprika, Pail and Shovel will make kids feel right at home, while six cheery activities will transform learning into a fun and inviting experience. Spoken dialogue by Steve and yips from Blue will encourage youngsters to help Slippery Soap uncover letters in a memory game, mimic patterns played on Side Table Drawer's alphabet xylophone and catch matching letters into Baby Bear's basket.

Like any good teaching tool, Blue's Alphabet Book is meant to be played by children while an adult is guiding them, and every adorable game is set up simply so children—as well as parents who may not be very game savvy—will be able to get the hang of things quickly and easily. Education has never been more cute or fun, and Mattel Interactive has created a doggone good educational game that effectively uses repetition in a variety of fun ways. It's as sharp as the smart show it's based on.





COMMENTS: Oliver—The graphics are very easy on the eyes, and if you've forgotten your ABCs, this game is very helpful. Jenni—No, you won't want to play this if you don't watch "Blue's Clues" while sitting on the edge of your seat, but if you have a child who likes the show or a younger brother who's always messing up your other Game Boy games because he doesn't understand them, this game should be a perfect fit. It matches the kid-friendly charm of the show. Scott—Definitely a learning tool for toddlers, Blue's Alphabet Book provides a good variety of letter recognition exercises.



- Mattel/8 Megabits
- 1 player
- GBC exclusive
- 6 activities

JASON ★★★★
JENNI ★★★★
JILL ★★★★
OLIVER ★★★
SCOTT ★★★





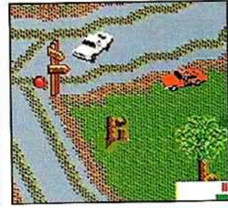
THE DUKES OF HAZZARD: RACING FOR HOME

4

Yeeeeeeeeeeeeeeeee-hawwwwwwwwwwwwwww!

Over 20 years after the souped-up General Lee began burning rubber through the backwoods of down-home Hazzard County, the good ol' Duke boys are kicking up more dust in a GBC hoedown of fast-paced racing and chasing. And talk about southern hospitality—SouthPeak's bang-up job of a smash-'em-up game serves up heaping helpings of everything from a bevy of cars to diverse missions and objectives. The game's longer than any pair of pants Daisy Duke has ever donned, and all 27 missions are a hoot-and-a-half with goals ranging from ramming rival cars until they're totaled, fleeing from the law and good old-fashioned racing. Whether you're behind the wheel of the General Lee, Boss Hogg's Cadillac, Daisy's Jeep or any of the other dozen vehicles, you'll have a blast tearing up the dirt roads and town streets. Great, realistic controls allow you to fishtail and launch off ramps, while cool features like crossbows allow you to blast away barricades. Rosco and other drivers will pursue and ram your car, successfully conveying the thrill of the chase. It's pure Dukes of Hazzard high jinks, and it's everything that Vigilante 8 for GBC should have been.





COMMENTS: Alan—I was surprised by how good this is. The cars handle realistically—if you turn at full speed, you'll skid out of control, but the same turn taken with a little less gas results in a smooth curve. Chris—This game is a real guilty pleasure. I especially like the Driver-style chase sequences, like getting away from Rosco or ditching Boss Hogg by jumping over the river. Jenni—Quite the enjoyable little driving game. It's more fun than chasing a greased polecat through the Piggly Wiggly, I reckon.



- SouthPeak/16 Megabits
- 1 player
- GBC exclusive
- 27 missions
- 12 vehicles

ALAN ★★★★
CHRIS ★★★★
JENNI ★★★½
JILL ★★★
OLIVER ★★★½



Mild animated violence. Use of tobacco and alcohol.



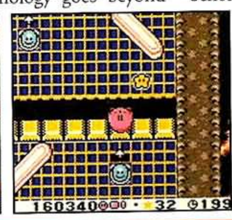
KIRBY TILT 'N' TUMBLE

Let's get ready to tumble.

Expect to see Tilt 'n' Tumble rolling onto year-end lists that honor the innovative games of 2001. In the first "Tilt Response" video game, you can guide roly-poly Kirby around pinball obstacle courses by holding your GBC at different angles. Kirby will roll downhill when you slant your GBC, and by quickly flicking the system up, you can make Kirby hop. You steer Kirby exclusively by tilting your GBC up, down, left and right, so the Control Pad functions only as a pan-and-scan camera.

It's all in the wrists, when it comes to mastering Tilt 'n' Tumble. By angling your GBC, you can move sliding walls and other obstacles out of your way. The motion-sensitive technology goes beyond novelty since it makes up all of the game play's twitchy tests of dexterity, nerves and reflexes. Struggling to angle your GBC just right so you don't roll Kirby off a narrow bridge is a blast and a fun feat to try to pull off—especially when each level is a race against the clock. Tilt 'n' Tumble comes highly recommended—not just for its must-see technology, but for the fun pinball action that is perfectly up to par with the amazing innovation.





COMMENTS: Drew—Kirby's innovative motion control and well-designed levels are wonders to behold, but you'll have difficulty beholding them without a perfectly positioned light source. Scott—There's a reason video games use Controllers. Sorry, Kirby. Jenni—Kirby Tilt 'n' Tumble is a refreshingly different way to approach handheld gaming, and it presents a unique challenge. Alan—A creative and entertaining game and a stunning example of why Game Boy continues to be the most versatile platform on the market.

4





- Nintendo/8 Megabits
- 1 player
- GBC exclusive
- 8 levels, 5 minigames
- Tilt Response technology

ALAN ★★★★
CHRIS ★★★★½
DREW ★★★★
JENNI ★★★★½
SCOTT ★★

EVERYONE E CONTENT RATED BY ESRB



TOKI TORI

Eggheads wanted.

For a company better known for its action and fighting hits, Capcom can hatch a pretty sharp puzzle game. Toki Tori is a smart brainteaser starring an egg-shaped bird. In each multilevel area, you must cluck your way up ladders, across gaps and past enemies to collect all of the eggs.

The concept is simple, but Capcom's bird game is a bear (and a maddeningly enjoyable one, too). Getting from point to point requires you to manage the limited power-ups you've taken under your wing—like bridge panels and freezing rays—and wisely place them in the few spots that are perfect for them. Every ingenious level is cleverly laid out, and there isn't much room for error, so a misplaced power-up or wrong turn can prevent you from reaching all the eggs. The order in which you gather up the goods is crucial, since your Bridge Builders, Telewarps and other items are available in scarce quantities. You can't double-back without wasting items, so much of the problem solving requires sly planning and lots of trial and error.

Toki Tori is a tricky and first-rate puzzler that's set up like a platformer, and the charming presentation gives the brain-busting game more personality and charm than you would normally find in a thinking person's game. Brains, good looks and personality, too—Toki Tori is a dream date of a game to get to know.





COMMENTS: George—A good combination of action and puzzle solving. It can be a real head-scratcher in the later levels. Jenni—The game is an endearing, little puzzle that gives the goofy main character different skills, which you have to figure out how to use to pick up all of the tokens. Drew—Challenging and enjoyable.

4



- Capcom/8 Megabits
- 1 player
- GBC exclusive

DREW ★★★★
GEORGE ★★★★
JASON ★★★★
JENNI ★★★★½
JILL ★★★★★

EVERYONE E CONTENT RATED BY ESRB



MARY-KATE AND ASHLEY: WINNERS CIRCLE

3½

Horse around with the Olsen twins. Giddyap!

Sure, the thought of the "Full House" twins riding around on horseback may not sound appealing to everyone, but Acclaim has trotted out another surprisingly solid game to add to its stable of Olsen sisters hits. Winners Circle reins in 12 steeplechase courses for you to jockey any of six different horses through in record time. By clearing hurdles, you can boost your horse's abilities in the hopes of galloping to victory and winning ribbons and trophies for your bedroom.

A compass guides you from hurdle to hurdle, and reaching each one is challenging fun since the happy trails zigzag with unbridled whimsy. Saddled with noteworthy music that reflects the pretty settings (like a nighttime ride through the bonus graveyard course), Winners Circle features plenty of nice flourishes. The eight rounds of gymkhana challenges are particularly snazzy—they require you to steer your horse around mazes of obstacles to retrieve dozens of items within a three-minute time limit. And even the credits are fun—their presentation is surely one of the cleverest ways to get you to read the programmers' names. Perhaps the game is a tad bit small, but it's no Shetland when it comes to challenge. It's a definite must for fans of horses or the Olsen twins, and even non-enthusiasts will have a galloping good time.

COMMENTS: Scott—It's about time there was a horse riding game for North America (it seems Japan gets all the equestrian action). Surprisingly, Acclaim's offering is pretty fun. Oliver—I don't like the Olsen twins, but I like their games. Jenni—It's a tough exercise in timing and coordinating riding outfits, and it succeeds on both levels.



- Acclaim/8 Megabits
- 1 player
- GBC exclusive
- 12 courses
- 8 challenges, 6 horses

GEORGE ★★★★
JENNI ★★★½
OLIVER ★★★½
SCOTT ★★★
SONJA ★★★

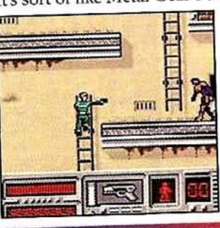
EVERYONE E CONTENT RATED BY ESRB

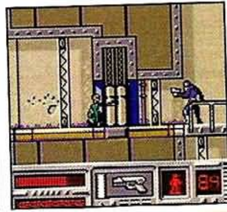
MAX STEEL: COVERT MISSIONS

3½

Mattel Interactive delivers adventure to the max.

Armed with nano-technology and a popular Kids' WB! series, Max Steel storms onto the GBC in a side-scrolling mission against D.R.E.A.D. The large levels snake like mazes, and Max must sneak through them to get the jump on enemies. Max can slink through his 12 missions using three different N-Tek Power Modes—Normal, Turbo and Stealth. Each mode gives Max unique abilities, whether they're superhuman, wall-crushing fists or super-sneaky evasion techniques. His special powers require special energy, and juggling his different offensive and defensive modes along with six weapons makes Covert Missions a crafty operation. It's sort of like Metal Gear Solid as a side-scroller.





COMMENTS: George—A solid GBC action game. The one thing that's missing is a mapping feature, as it is very easy to get lost in the large, mazelike levels. Chris—I liked this game quite a bit at first, but it got old. I ended up wandering for a long time, because the game allows you to get off track very easily. Still, the different outfits and variety of weapons add to a pretty good platformer. Jenni—The mission objectives are as silly and uninspired as an actual episode of the Kids' WB! computer-generated time-waster itself, but once you get past the somewhat clunky way Max moves, you'll appreciate the level design. You have to sneak around a lot since you can't really wallop the bad guys, and that's part of the fun. Drew—Max Steel is a standard run-and-gun, multilevel shooter, but it has crisp graphics and fairly good play control. There are a few interesting twists in later levels of the game, but there's nothing here you haven't already seen a hundred times over.



- Mattel/8 Megabits
- 1 player
- GBC exclusive
- 12 missions

CHRIS ★★★½
DREW ★★★
GEORGE ★★★★
JENNI ★★★
SCOTT ★★★★

EVERYONE E CONTENT RATED BY ESRB — Animated violence.



BATMAN: CHAOS IN GOTHAM

It's a Dark Knight in Gotham.

No matter how much chaos there is in Gotham City, Ubi Soft's Batman platformer offers only basic action. Batman: Chaos in Gotham is a standard-issue side-scroller stocked with thugs to punch out and floating platforms to navigate. The setup and structure aren't anything new, but it's decent enough to please side-scroller fans, especially since it packs in cool superhero perks like Batman's Batmobile, STUN Bombs, Batarang, Jetwing and grappling hook.

The animation—especially Batman's graceful acrobatics—is the game's strong suit. But slick graphics aside, Chaos in Gotham's only other standout features are the occasional driving levels, most notably a high-speed chase you play as Batgirl. With 18 levels, Chaos in Gotham offers plenty of caped crusading and crime busting to be entertaining, but nothing you'll go all-out batty over.





COMMENTS: Drew—It's merely competent, which makes it much better than most of the other superhero games that have been dumped on GBC. The levels actually require a small amount of strategy. In a nod to previous superhero games, however, the fighting mechanics stink. Chris—The fighting is pretty good but a little too easy. The rest of the game is forgettable—the levels are bland and repetitive, and the items are underused. Scott—Overall, the game is an uninspired brawling platformer that doesn't do justice to the license. Jill—It's not very challenging. Jenni—If you've ever dreamed of donning the cowl to clean up Gotham City's dark, criminal-infested underbelly, keep dreaming. Oliver—It has great animation, but that's about it.

3









TOY STORY RACER

Activision takes GBC racing games to infinity and beyond.

How appropriate that the cast of the first entirely computer-generated feature-length film should star in another animation milestone. This time the eye-popping innovation appears on the tiny screen as *Toy Story's* Woody, Buzz Lightyear, Bo Peep and Mr. Potato Head hit the road in the first 3-D racing game for Game Boy Color. While previous GB driving games have sported overhead views or faked 3-D effects with rolling Pole Position-style backdrops, Activision's Toy Story Racer boasts detailed scenery that actually changes perspective as you putt over the hills and around the corners of whimsical settings like Andy's House and Pizza Planet. The effect is staggering, and more than any other GBC racer, it gives you a real sense of speed and motion.

Beyond the 3-D oohs and aahs, the game play is pretty middle-of-the-road fare. Collectible coins dot the lengthy courses, and whammies you drive into can mess up your steering or bring you to a screeching halt. It's basic racing stuff, but when it's dressed up with Tiertex Design Studios' impressive 3-D presentation, you can't help but get drawn into the colorful worlds. If GBC can accomplish something like this, just imagine the possibilities for Game Boy Advance. There's definitely room for improvement—Toy Story Racer is better eye candy than it is a sweet ride.





COMMENTS: Jill—It feels more advanced than most GBC games. The tracks are exciting with jumps and unusual items. Chris—The graphics are great, but the rest of the game isn't worth the effort. George—You can play most of the game without steering. Drew—Impressive graphics but mindless play control.

3



• Activision/16 Megabits
• 1 player
• GBC exclusive
• 10 tracks

CHRIS
DREW
GEORGE
JILL
SCOTT

EVERYONE
E
CONTENT RATED BY ESRB



ULTIMATE SURFING

2

Surf's up! Dude, where's my board?

Natsume's day at the beach swells with plenty of potential, but Ultimate Surfing's water sports action is lukewarm at best. You can tell that Natsume, a company known for GB gems like Harvest Moon, was making a genuine effort to create a worthwhile, fathom-deep surfing experience. Without its vibrant graphics (the sunny, stormy and nighttime skies and cascading water are beachy keen), detailed controls and two-player Game Link features, Ultimate Surfing wouldn't be worth getting stoked about. In fact, the game is almost a complete wipe-out because of its limiting format.

Stuck on a side-scrolling path, you must surf along an ever-curling wave. You can keep your stamina and momentum up for short stretches only, so you must constantly rip up and down the face of the wave to stay afloat. To make things exciting, flotsam, power-ups and rival surfers float into your path, and every race offers a chance to unlock a button-mashing beach race or target-shooting Frisbee toss. Since the stunts you can bust out over the lip are limited, the minigames are arguably more fun than the simplistic wave riding. You won't be surfing for minutes on end, but you won't be totally surf-bored, either, since the game's earnest touches are as exciting as they can be. The action simply isn't the "Ultimate." Maybe "So-So Surfing" would be a more accurate title.



COMMENTS: Chris—It plays really fast but is repetitive. Drew—If you take away the nice-looking wave graphics, you're left with a lame, side-scrolling racing game. Natsume made an attempt to integrate surfing mechanics, but the game really has nothing to do with surfing. The Flying Disc minigame is probably the best thing in it.

- Natsume/8 Megabits
- 1 to 2 players simultaneously
- GBC exclusive
- Game Link compatible
- 6 courses, 2 minigames

CHRIS ★★
DREW ★★½
JASON ★★½
SCOTT ★★
SONJA ★★

EVERYONE E CONTENT RATED BY ESRB

KEY

Adventure, Arcade, Fighting, Platform, Puzzle, RPG, Racing, Shooter, Sports, Strategy

★★★★★ Red hot!!!
★★★★ Way cool!!
★★★ Kewl!
★★ Ho-hum.
★ Foolish!
💣 Woof!!!

ESRB RATINGS

To contact the ESRB, call 1-800-771-3772.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- EC Early Childhood
- E Everyone
- T Teen (13+)
- M Mature (17+)
- AO Adult (18+)
- RP Rating Pending

CRITICAL MASS

Each game's overall score is an average of *all* of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:
ANDY:
CHRIS:
DREW:
GEORGE:
JASON:
JENNI:
JILL:
OLIVER:
SCOTT:
SONJA:

COMING NEXT ISSUE . . .

Volume 144 May 2001





ZELDA

Link is back in two exciting new Zelda games—The Legend of Zelda: Oracle of Seasons and The Legend of Zelda: Oracle of Ages. Be here in May to read all about Oracle of Seasons' first few dungeons, plus a look at Oracle of Ages' early quests.

Mario Party 3



Next month Nintendo Power crashes the biggest Mario Party yet. Put on your party hat, call up a couple of your rowdiest friends and get into Mario Party 3.

Game Boy Advance Previews



The May issue of Nintendo Power features serious sneak peeks of some highly anticipated games for the Game Boy Advance, including Super Mario Advance.

Nintendo Power Awards



You read the categories, you considered the options and you voted—now read the results of the 2000 Power Awards next month. You did remember to vote, didn't you?

PLUS!

- HERCULES AND XENA
- INDIANA JONES AND THE INFERNAL MACHINE
- ALIENS: THANATOS ENCOUNTER
- WWF NO MERCY
- LUFIA: RETURN OF THE LEGEND PREVIEW

NINTENDO POWER BACK ISSUES

Nintendo Power issues are available individually. Features in each issue are listed below. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 142 (Mar. '01): Pokémon Stadium 2, Paper Mario—Part 2, Aidyn Chronicles: The First Mage, Mickey's Speedway USA (GB), Magi-Nation (GB), Warriors of Might and Magic (GB), Scooby-Doo! Classic Creep Capers (GB), The Legend of Zelda: Oracle of Seasons Preview (GB), 2000 NP Awards Nominations.

Volume 141 (Feb. '01): Paper Mario, Mega Man 64, *Star Wars*: Episode I: Battle for Naboo, Player's Choice (Perfect Dark, Pokémon Stadium, Pokémon Snap, Super Smash Bros., Donkey Kong 64), Heroes of Might and Magic II (GB), Hype: The Time Quest (GB), Mario Tennis (GB), Pokémon Stadium 2 Preview, Magi-Nation Preview (GB).

Volume 140 (Jan. '01): Spider-Man, Banjo-Tooie—Part 2, The Legend of Zelda: Majora's Mask—Happy Mask Hunting, Tom and Jerry in Fists of Furry, Mega Man Xtreme (GB), Metal Walker (GB), *Star Wars*: Episode I: Obi Wan's Adventures (GB), Robopon: Sun Version (GB), The Powerpuff Girls in Bad Mojo Jojo/Paint the Townsville Green (GB), Aidyn Chronicles Preview, Heroes of Might and Magic II/Warriors of Might and Magic Preview (GB).

Volume 139 (Dec. '00): Banjo-Tooie, Indiana Jones and the Infernal Machine, The Big Takedown: WWF No Mercy vs. WCW Backstage Assault, The World Is Not Enough, Ready 2 Rumble Boxing: Round 2, Midway's Greatest Arcade Hits Volume 1, Pokémon Puzzle Challenge (GB), Pokémon Gold & Silver—Part 3 (GB), Donkey Kong Country (GB), Disney's Aladdin (GB), Marvin Strikes Back (GB), Paper Mario Preview, Mario Tennis Preview (GB).

Volume 138 (Nov. '00): Hey You, Pikachu!, The Legend of Zelda: Majora's Mask—Part 2, Mickey's Speedway USA, Disney's Donald Duck: Goin' Quackers, Ms. Pac-Man: Maze Madness, Cruis'n Exotica, Sydney 2000, Rugrats in Paris: The Movie, Pokémon Gold and Silver—Part 2 (GB), Harvest Moon 2 (GB), *Star Wars*: Episode I: Battle for Naboo Preview, Spider-Man Preview, Indiana Jones and the Infernal Machine Preview.

Volume 137 (Oct. '00): The Legend of Zelda: Majora's Mask, Army Men: Sarge's Heroes 2, Taz Express, Turok 3: Shadow of Oblivion, Disney by Design, Pokémon Gold and Silver (GB), Legend of the River King 2 (GB), Dragon Warrior I & II—Part 2 (GB), Mickey's Speedway USA Preview, Batman Beyond: Return of the Joker Preview, Nintendo Space World 2000 Report.

Volume 136 (Sept. '00): Pokémon Gold & Silver (GB), Gridiron Games 2001, Pokémon Puzzle League, San Francisco Rush 2049, Polaris SnoCross, Dragon Warrior I & II (GB), Perfect Dark (GB), The World Is Not Enough Preview, Army Men: Sarge's Heroes 2 Preview, Taz Express Preview, The Legend of Zelda: Majora's Mask Special.

Volume 135 (Aug. '00): Mario Tennis, Ogre Battle 64, NFL Quarterback Club 2001, Starcraft 64, Blues Brothers 2000, Stunt Racer 64, Austin Powers (GB), San Francisco Rush 2049 Preview, Disney's Donald Duck Preview, Dragon Warrior I&II Preview (GB), Perfect Dark Preview (GB).

Canadian postage paid at Mississauga, Ontario. Canadian Pub-lication Agreement #1643010. Return undeliverable copies in Canada to: 110-13480 Crestwood Place, Richmond, BC, V6V 2J9.

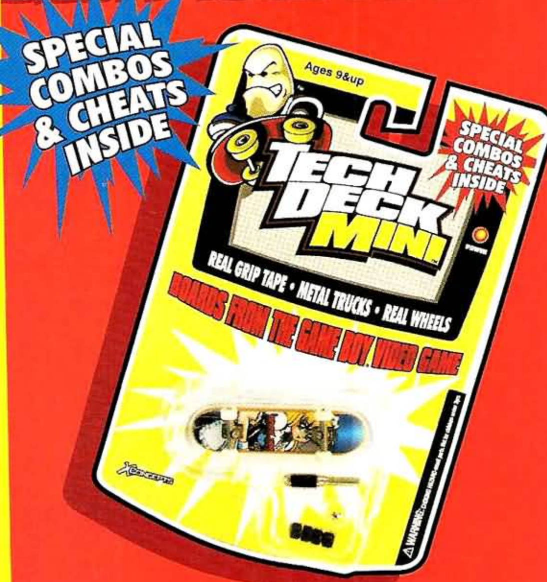
DYNAMIC DUO

GAME BOY® COLOR MEETS TECH DECK™

SPECIAL COMBOS & CHEATS INSIDE



EVERYONE E CONTENT RATED BY ESRB



THE GAME!

THE TOY!







www.activision.com

www.techdeck.com



X-CONCEPTS™